

Gourmet of Another World Jumpchain by Sentry342

In a fantasy world where martial artists can split mountains and creeks with a wave of their hand and break rivers with a kick, there exists a little restaurant like this.

The restaurant isn't large, but it is a place where countless apex existences will rush into.

There, you can taste egg-fried rice made from phoenix eggs and dragon blood rice.

There, you can drink strong wine brewed from vermillion fruit and water from the fountain of life.

There, you can taste the barbecued meat of a ninth grade supreme beast sprinkled with black pepper.

What? You want to abduct the chef? That's not going to happen, because there's a divine beast of unfathomable level, the Hellhound, lying at the entrance.

Oh, that chef also has a robotic assistant that killed a ninth grade supreme being with a single hand and a group of crazy women whose stomachs were conquered.

Location

1. **Light Wind Imperial City** - Light Wind city is the imperial capital of the Light Wind Empire. This is also the home of the future god of cooking Bu Fang. Perhaps you will join in on the chaos that will soon arise or maybe you want to leave before it starts.
2. **Hundred Thousand Mountains** - This mountain is the location of the Clear Sky Pagoda and where a short time from now the ten thousand bestial flame will appear. This area is filled with numerous spirit beasts and plants. Just remember without strength you may not be able to survive let alone prosper here.
3. **Grand Serpentine City** - Grand Serpentine City is the capital of the serpent-men and home to the Serpentine Sovereign. The main notable advantages here are the large crystal mine and it's easy access to the ocean. Serpent-men may start here for free.
4. **Heavenly Mist City** - This city is one of the main cities possessed by the Pill Palace. Bu Fang will soon arrive in order to set up his first branch here. Maybe you could wait till he arrives to join up or you could simply stay here and learn as an alchemist.
5. **Valley of Gluttony** - The Valley of Gluttony is a home to some of the greatest chefs in this world. It was brought under the heel of the Hidden Dragon Royal Court after their valley master left. Soon however this area will grow chaotic when The Valley masters inheritance is finally revealed. You could throw your hand in or you could simply leave while it is still peaceful.
6. **Netherworld** - The Netherworld is an incredibly dangerous place. This option will allow you to start somewhere in the Netherworld. You could choose to arrive in the Ruin Prison, the Earth Realm, the Yellow River, or simply be placed somewhere random.
7. **The Immortal Cooking Realm** - The Immortal Cooking Realm is a paradise for all chefs. It's the place top chefs of each world seek in order to find their transcendence. When these chefs get to that world, they will meet more top chefs and experience unfathomable cooking skills.
8. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Races

Human - Free

Humans are one of the most common races that inhabit the land in this world. They may not have as many powerhouses as the other races, but they make up for this due to their numbers allowing them to rapidly replace losses. In addition they may not have the special traits that the other races do, but their sheer potential is unrivaled.

Serpent-Men - Free

The serpent-men are a species of beings with the upper body of a human and the lower body of a snake from the waist down. They are a very fast race considered their size. Their race is relatively primitive in comparison to many of the other races, but they make up for this gap with innovative techniques and knowledge of their homeland. Lastly, taking this will allow you to start in Serpentine City for free.

Oceanic Species - 100 CP

While there are many species scattered throughout the lands their numbers pale in comparison to the beings who inhabit the ocean. This option allows you to become some form of oceanic life. You can be a member of the oceanic race which resembles fish-human hybrids or you could become a type of monster. Some examples include prawn, sharks, octopus, and other ocean life. The main benefit that oceanic species have is that their bodies are much stronger on average due to the ocean pressure and that they can breathe underwater.

Spirit Wolves - 100 CP

The spirit wolves are a race of humanoid beasts that inhabit the Hidden Dragon continent. They resemble humans with the head of a beast. The main difference between them and humans is their natural power and their aggression. The spirit wolves possess powerful combat power and bodies when compared to a human of the same level.

Nether Races - 100/200/400 CP

Within the Netherworld there are an innumerable amount of races that inhabit it. This option allows you to become one of these races. By paying 100cp you may become a regular inhabitant within the Netherworld. Don't look down on this however, as many of the races within the Netherworld are still significantly more powerful than the Hidden Dragon Continents races. For 200cp you may become one of the more powerful races such as the eight nether races within the Ruin Prison this includes the Demon Scorpion, Demon Eye, Demon Frog, Demon Alligator, Demon Bull, Demon Eagle, and other unmentioned species. Lastly for 400cp you can become one of the main races of the

Earth Realm. These are the most powerful races that live in the Netherworld. An example of this is the demon race. This is the species that the Netherking Er Ha is a part of.

Divine Beast - 300/600 CP

Divine Beasts are some of the strongest races in this world and recognized as the one that has the greatest individual strength on average. By paying 300cp you may become a normal member of your chosen species. For example choosing Taotie would make you a being similar to the ones sealed away in The Valley of Gluttony. You will possess all of the abilities that your species does, but at a weaker degree. Should you pay 600cp then you may become a pure blooded Divine Beast. You will start out as a younger member of your species, but simply surviving will allow you to grow stronger until you become an adult. Lastly, all Divine Beasts possess a human form as well so you don't have to worry about being stuck in gargantuan form.

Hybrid - Race cost + 100cp x amount taken

Perhaps you want to be a hybrid of the options above. There have been some cases of Divine Beast hybrids, but what about the others? Do you want to become an union of Serpent-Man, Spirit Wolf, and a Phoenix well now you can. For cost you will add up the races cost individually then add the amount of races times 100cp for the additional fusion cost. Using the example above a Serpent-Man, Spirit Wolf, and 2nd level Dragon would cost 1000cp (0 + 100 + 600 + 300). Lastly you will get the unique abilities of every race you take such as the physical prowess of the Spirit Wolves and Dragons.

Perks

General Perks

You gain a 400 CP budget to spend on general perks.

I am Looking for an Apprentice - 100 CP

Once you have created your legacy it will eventually become necessary to spread it to ensure that it does not die out or simply to ensure that your successors are as strong as you. Sometimes however, it is difficult to find talented and worthy apprentices. This perk allows you to easily find incredibly talented apprentices and allows you to naturally attract them based on your reputation. The final boon you receive by taking this is that their loyalty is ensured. Unfortunately it is relatively common for disciples in these worlds to betray and even kill their masters to obtain their power. This perk will ensure that this will never happen and that your students will be truly loyal and grateful to you.

I Seduce People With My Own Ability - 100 CP

There is a difference between having good looks and seductive looks. This perk grants you a seductive aspect to your appearance. Before you may have earned a look or two, but with this you will actively enthrall those who are attracted to you. In addition you shall be granted one other boon. A consequence of attracting so much attention is the jealousy of others. Both from their own inadequacies and the attention from those that they admire. This will reduce the hatred you gather significantly. Granted if you steal someone's wife they will still be angry, but now they won't care if their wife is openly staring at you.

You Hurt The Child - 100 CP

Regardless of species, a universal rule is that children should be left alone. Even the species that don't care will avoid doing so due to the excessive revenge and wrath that occurs from doing this. This perk grants a variety of effects. First, if a child is about to be harmed, especially one close to you, you will receive a mental warning indicating where they are. Second, you will be able to deal more damage to the one attacking them. The younger or more innocent the child is the greater the damage amplification will be. Lastly this will protect any children under your care or those that belong to you. They will be more likely to avoid dangerous circumstances and will be ignored by enemies. This will only be a general protection meaning that if one of your hated enemies was looking for them it would not affect them much.

You Kidnapped My Daughter - 100 CP

Similar to how the Netherking accidentally ended up with Zi Yun as a follower, you are able to gather tag alongs with ease. You will run into various individuals who are more

than willing to join you wherever you are going. In addition these individuals will typically have a special background. For example Zi Yun was the daughter of the Amethyst Elder. A final bonus is that you will be far less likely to deal with negative consequences from their company. Meaning a parent or boss will be less likely to be angry at you.

Insatiable Stomach - 100 CP

High level dishes made with spiritual ingredients normally contain vast amounts of energy which is why they can improve the consumers' cultivation. This also means that you unfortunately can only eat a certain amount. After all, too much energy can become harmful and in a large enough quantity cause you to explode. You however, are special like the child Xiao Ya and you possess a truly insatiable stomach. No matter how much food and energy you absorb you will never become full. In addition there is nothing that can upset your stomach. Even items that are normally toxic or filled with berserk energy will seemingly have no adverse effects on you.

Subduing With Dishes - 200 CP

Have you ever heard the expression that the way to someone's heart is through their stomach? Well in your case that seems to be accurate. There is something truly special about the serves you serve and other creations that you forge. Your meals will truly touch the hearts of those who eat them. Even your most hated foe would still offer you their respect let alone how someone neutral might react. This earns you the admiration of loyalty of those who taste your treats. The longer they continue to do so and the greater the taste the higher their loyalty becomes. You could literally conquer a kingdom by serving their leaders for a period of time. Should you cook something grand enough perhaps that meal alone could earn you their undying loyalty.

Chef's Challenge - 200 CP

The chef's challenge is an honor duel between chef's. The challenger shall select a category of dishes such as fish and the two will compete. The loser will be shamed and must never cook again. You gain the ability to impose similar challenges when dealing with others. Since you are paying with CP you receive two additional benefits. First you do not have to compete as chefs you may choose anything to compete in. Second, you may alter the conditions of the duel. Perhaps you both will bet an item or the loser will serve the winner. Regardless, the challenger will not be able to turn down the challenge. Just keep in mind if you lose you will be forced to honor the deal.

The Invincible Drunk - 200 CP

One of the main characteristics of the Yellow Spring Helplessness Wine is that the consumer's combat prowess will be amplified after drinking it. This option won't give you the wine, but it will grant you a similar effect. Whenever you drink alcohol you will become more powerful while drunk. This boost in strength will correlate with how drunk you are. Lastly to ensure that you don't kill yourself by drinking you will have no limit of how much alcohol you can consume. It will be impossible for drinking to make you pass out and any other negative effects will be eliminated. The worst thing you will experience is a release of any inhibitions you have and a desire to unleash your power.

Under Sea Escades - 200 CP

Whenever someone from the land travels beneath the seas they will be restricted by the environment and be unable to exert their maximum combat prowess. Similarly sea creatures can experience a similar effect when they stay on land. This perk allows you to function at your best regardless of where you are. If you are underwater then you will flow with the water rather than against it. Should you be an Oceanic being then being on dry land will not affect you. This will protect you from other environments as well. It won't stop damaging effects such as lava burning you, but the heat will not impede you while you are there.

Back to Your Prime - 200 CP

As individuals age they lose the combat prowess that they possessed while they were younger. To deal with this some techniques have been created that allow the user to revert to their prime. Normally these techniques are temporary and possess some sort of cost. You have somehow gained the ability to mimic this property. By spending a certain amount of energy you can revert someone's age and make them younger. The amount of energy needed to do this will depend on the individual's age and power. For example, restoring an eighty year old mortal will be effortless. Trying to restore a million year old demon however would require a significant amount of energy.

Heavenly Demon Subduing Technique - 200 CP

Considering the power of the Netherworld beings the inhabitants of the Hidden Dragon Continent have to rely on powerful techniques and special weapons forged to combat them. You however appear to be the bane of the Netherworld creatures. Your energy is toxic to them allowing you to deal more damage to them. Even a being as strong as the Netherworld King would at least feel a stinging pain when touching your energy. This perk is also effective on any demonic or so-called evil beings.

Bestial Reverance - 200/300 CP

Depending on the quality of their bloodlines most spirit beasts are capable of suppressing other members of their races. For example Flowery is able to control any snake that she encounters since she is a snake with a divine bloodline. This perk won't give you a bloodline, but it will grant you a similar power. Each time you purchase this perk you may select one type of animal to gain control over. You will be treated like an honored member of their species whenever you encounter your chosen group. Some examples of this are snakes, dogs, shrimp, or another type of species. By paying an additional 100cp you may select a broader group. Using the previous examples you could upgrade them to dragons, canines, and sea creatures.

Divine Blacksmith - 300 CP

While this world has a focus on creation it mainly cares about cooking. Despite this there are a number of tools and other items that rely on blacksmiths to be created. This perk grants the skills of a divine blacksmith. Some examples of what you will be able to craft are immortal treasures, supplemental items, and powerful weapons. The exact quality of what you can forge generally depends on the materials used and what cultivation you possess. After all, even if you have the skill it's impossible to forge a legendary treasure without the energy to infuse it with.

An Eternal Kingdom - 300 CP

An unfortunate reality is that once their experts and leaders leave many sects are doomed to fall from their lofty heights. You however are capable of avoiding this fate. Any group that you are a part of or created will never deteriorate in your absence. For example your sect will still continuously attract geniuses and they will never be suppressed by a new rising power. This could be out of fear towards you or out of respect for their history. Either way you could leave a group you created for 100,000 years and return to find them in the same condition you left them in. This doesn't guarantee that they will improve, but they will not decline. This perk will also be effective in scenarios where you are present, but unable to lead. For example if you were in a similar situation to the God Emperor in 40K your empire would remain stable instead of regressing.

Physique - 300 CP

Occasionally individuals who are blessed by the heavens will be born with superior talents. One of the rarer methods that can appear are physiques. Physiques represent some sort of unique constitution which typically grants immense power or talent to an individual. An example seen in the story is the Scorching Sun Demonic Physique which allows the user to temporarily possess overwhelming combat prowess a dozen times what they normally can utilize. Some more generic examples are a pure yang and pure

yin physique normally possessed by men and women respectively. These grants a number of powers such as an absurd regeneration, mastery of fire or ice, and if both are combined allow two cultivators (typically lovers) to experience explosive progress while cultivating. You may choose one of the canon physiques or you may design your own using the examples above as a guide.

Whitey's Equal - 300 CP

Whitey is the guardian puppet of Bu Fang's restaurants. One of his most interesting powers is his devouring ability. Normally he is only used to dispose of extra ingredients, but sometimes he will also absorb attacks and weapons. This can be done as a defense measure and to upgrade himself. You may now use this ability as well. You may do so by generating a black hole like portal that will devour anything that enters it. You will also gain the traits of the items you devour. For example Whitey gained the ability to create a unique God Slaying weapon after devouring a few of them. Similarly he was able to manipulate tribulation lightning after he ate two bolts.

The Strongest Demon King - 400 CP

The strongest demon king is a title bestowed upon the leader of the Ruin Prison Demon Kings. There are two main reasons for this. First is his overwhelming combat power. Only beings significantly more powerful than him such as Netherking and Lord Dog are capable of dealing with him. Second is the purity of his bloodline which allowed him to stand out amongst his tribe. You share these qualities, in simple terms you hit much harder and the purity of your bloodline is raised to the peak. The effects regarding your bloodline will extend to any that you possess.

The Cycle of Reincarnation - 400 CP

Within the Netherworld there is a location known as the Yellow River guarded by the Yellow Spring Great Sage. He is in charge of collecting wandering souls and bringing them into the cycle of reincarnation. You seem to somehow have acquired a similar set of skills. Perhaps you are his apprentice or you have trained on your own to gain this power. Regardless, this skill set includes the ability to manipulate the soul, slight control over the greater cycle of reincarnation, and the knowledge to create your own cycle of reincarnation. This would allow you to create your own afterlife and to add any wandering souls you encounter into it. This realm will provide you with additional power based on the amount of souls held within. Lastly, some examples of soul manipulation would be the ability to erase an individual's memories, the ability to alter them, and perhaps the most feared aspect, the ability to destroy them. With this you could directly manipulate someone's soul and turn them into an obedient puppet or you could do something kinder and restore an injury to the soul.

Reincarnated Cultivator - 600 CP

The stronger someone becomes the more afraid of death they become. One of the contingencies that some experts use to get a second chance is to reincarnate. This allows them to be reborn in a younger body while retaining the advantages they already possessed. For example they will not face any bottlenecks until they reach their previous cultivation, they will retain their insights into laws, and their souls will be as strong as they were before they died. This perk makes it so that you are one such reincarnated. You will have a few millennia worth of memories and skills. This will allow you to avoid any setbacks and to more easily create a firm foundation while you are growing.

Immortal Chef - Varies

Immortal Chefs are beings who learned to create immortal energy within their dishes. This option allows one to gain the skills of a chef of this level. To truly unleash your strength however you will need the appropriate cultivation in addition to these skills. By paying 300cp you can become a First Grade Immortal Chef. Paying for 400 and 500 will allow you to become a second and third rank immortal chef respectively. For 600cp you can become a Qilin ranked chef. This is the level that some of the greatest cooks in Immortal Cooking City are at. For 700cp you can become a Divine Chef. This is the level where a chef is capable of imbuing their food with laws in place of normal energy. The next step after this is the God of Cooking rank. This may be bought for 800cp, but you must achieve the Heavenly God rank in order to show off the true prowess of this rank.



Cultivation - Varies

Normally it takes dozens if not hundreds of years for someone to slowly climb to the peak. You could do that or you could just buy your ranking here and skip the work. Depending on the price you pay you may increase your level. Each level will cost 100 CP except for the mortal realm which you receive for free. For simplicity sakes you may use the following list as a guide:

- First is the Mortal Realm (Free)
- Second is the Divine Physique realm

- Third is the Divine Soul realm
- Fourth is the Divine Spirit realm
- Fifth is the True Divinity realm
- Sixth is the Lesser Saint realm
- Seven is the Greater Saint realm
- Eighth is the Demigod realm
- Ninth is the God realm
- Tenth is the God King realm
- Eleventh is the God Sovereign realm
- Twelfth is the Heavenly God realm
- Thirteenth is the Great Dao Saint realm
- Fourteenth is the Void Saint realm
- Fifteen is the Ancient Heavenly God realm
- Sixteenth is the Contemporary Heavenly God realm

Following this guide means that you could become a God Sovereign for 1000cp or you could jump to the peak of the setting immediately for 1500cp. Each level is exponentially more powerful and has a corresponding life span so you may decide where on the ladder you want to start out. By default you will become an average member of your cultivation, but this will be adjusted based on what perks you possess. For example having Lord of War and Once in a Generation would ensure that you were an incredibly dangerous threat for your level. Lastly if you do not buy a rank you may still optionally start out as a [Ninth Grade] Supreme-Being in the Mortal Realm.

Skills, Abilities, and Other Perks

All jumpers will be given a set of floating discounts to be used as they wish. You will receive five discounts per perk tier. 100cp perks will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower perks, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400cp, 200cp, and 100cp may be combined to make a 400cp perk free.

100 CP

State of Mind - 100 CP

Due to the incredibly precise measurements needed for some steps a good chef must be able to remain calm no matter the circumstances. You have learned to maintain this state. No matter what temptations or challenges you face you will be unfazed. This could be from seeing an unbelievably beautiful woman or it could be the pressure from a supreme expert pressuring you. Any external influence can be ignored and you shall be unaffected.

A Chef's Tongue - 100 CP

After reaching a certain point a skilled chef is capable of identifying all of the ingredients used to prepare a dish and experts can even identify all of the steps used to cook it. You have developed your sense of taste to reach this level and go beyond. Some examples of this are the method listed above as well as identifying methods to improve the dish.

Cooking Specialty - 100 CP

You have mastered a specific type of cooking. Some examples could be grilling, soups, braising, or anything else you can think of. You gain the experience of a master chef in your chosen specialty. By choosing braising you would learn the proper methods to work with any type of meat and the best equipment to use in virtually any scenario. You can buy this multiple times for different specialties. Only the first purchase will be free if you use a discount on this perk.

Let me Give You a Tip - 100 CP

While you may be talented in a particular field that doesn't mean that you actually have the ability to teach. This perk grants you the teaching skills needed to properly pass down your skills. As long as you actually put in the effort to teach them they will be capable of quickly developing. This may accelerate the rate they learn, but if they are not talented in their field it will still take some time for them to properly comprehend your skills.

Concealing Aura - 100 CP

Depending on the realm you are originally from some beings will possess a unique aura. For example beings from the Netherworld contain its energy. This perk offers two main effects. First you gain the ability to conceal and alter your aura. While doing so it will be impossible for anyone to identify it and you may project an aura mimicking another. Second, as a result of the first effect any attacks that target factors like this will become ineffective. For example if you were a being from the Netherworld then this would allow you to ignore effects from weapons specifically designed to hurt them.

King of Flames - 100 CP

You might not think that control over flames is necessary, but it actually is a critically important skill for chefs and many other professions. Chefs and alchemists need to master this to control the duration and temperature of the flames. Warriors need to do so to use more powerful skills and make their attacks more powerful. This perk grants you true mastery over flame control and heating. You will never lose control over a flame and you will be able to freely alter it to the smallest degree. This will aid everyone, allowing crafting professions to make superior products and combatants to become stronger.

Troublemakers Will Be Stripped - 100 CP

One of the quirks that Bu Fang's Puppet Whitey has is that anytime someone causes trouble in the store he would strip them and throw them out of the store. This perk makes you just as skilled as Whitey when it comes to stripping others. Now you may be wondering why this is useful. This effect will work on any clothing and armor as well as being able to bypass any defensive artifacts. So you can use this booth to embarrass others and as an actual combat technique. The only restriction is that you can't do this to beings significantly stronger than you.

Such a Dashing Figure - 100 CP

When Blacky first arrived at Bu Fang's shop he was a majestic creature inspiring awe with his visage. Unfortunately after he became lazy and enjoyed Bu Fang's cooking every day he became fat and lost his demonic grace. In fact many of the people who frequented Bu Fang's restaurant suffered from this effect. They ended up becoming fat and had to have limits put on them to protect them. Even Nethery and Flowery had to deal with this. This perk will protect your body from any negative effects. For example, no matter how much you eat your body will always stay in peak condition. This won't protect you from attacks such as poison, but your body will remain in peak condition no matter how badly you are hurt with this.

Immaculate Control - 100 CP

Whether it is controlling your energy while cooking or maintaining the flow behind one of your attacks it is important to possess control over your power. This perk grants you perfect control over any energy and power you possess. You will be capable of making incredibly precise measurements and you will not waste any energy while using a technique. This also allows you to focus all of your might behind one point amplifying your strength.

Welcome to the Army - 100 CP

Normally to join organizations you'll have to go through some sort of test and you may have to pass a background check. This perk allows you to apply for any position and be accepted as long as you have the qualifications for it. This will not give you a position that is filled however. You do need an opening to apply for though that doesn't mean you can't make the opening.

200 CP

Clear Sky Archer - 200 CP

The Clear Sky Pagoda is a sect that specializes in archery techniques. Perhaps you were a member of this sect or underwent similar training. You are a master archer and a truly devastating shot. Your skill would allow to kill cultivators even if you were a normal individual. This will also boost some aspects utilized by archers such as your eyesight and strength.

Blessings and Curses- 200 CP

Whether it occurs due to a cultivation method or some bizarre physique there are some unique energies that can be displayed. This perk modifies your energy into one of those special versions. Your energy in particular is now capable of being used to heal allies and corrode enemies. This provides two main benefits. First you will now always have a method to heal others no matter where you are. The energy cost will depend on the severity of the injury and how strong the individual is. Second, your enemies will no longer be able to steal your energy. Well they still can, but doing so will harm them. In fact if you forcefully pump your energy into someone you can cripple and kill them. The cost follows the same rules as healing someone.

Spirit Talisman Formation - 200 CP

One of the Hidden Dragon Royal holy lands is known as Ancient Jade Holy Land. They are renowned for their mastery over forging spirit talismans. Spirit talismans are artifacts that contain powerful attacks and other unique effects. An example of this would be the Ancient Jade Lock. This technique binds your opponent and drains their vitality. Most importantly is that this can be used against individuals stronger than the user making it a life saving treasure. You gain immense talent on par with the founder of the holy land. As long as you devote some effort to this field and gather the materials you may very well become capable of crafting every talisman that this world has ever seen.

Imposing Manner - 200 CP

An imposing manner is known for many different things. One of the most common is sword qi. This is an imposition cultivated by mimicking their sword's sharpness. This option allows for you to choose one such imposition and increases your talent when it comes to developing these attributes. Where previously you required years of intense training you may only need a few months now.

Cut 10,000 Radishes - 200 CP

Being able to work with knives is an important skill that every chef must possess. In fact it can be considered the most fundamental skill possessed by chefs. This perk grants

you immense skills with knives and other short blades. This skill can be used for feats such as carving, cutting, and cooking in general. Even if you relied on this alone you could easily craft beautiful dishes and enhance their flavor. This effect will also boost your skills in combat regarding bladed weapons. If you pick up a sword or a knife you could make the blade dance and those around you would be in admiration of your skill.

Transcending Beauty 200cp

For one reason or another almost everyone in this world seems to be incredibly attractive. This becomes more noticeable the more powerful an individual becomes. This perk grants you two effects. First you become overwhelmingly beautiful/handsome. You would be worthy of being called a heavenly fairy or an equally impressive title. Second, as you grow stronger you shall become even more attractive. This effect occurs both with your cultivation rank as well as your overall power. It is believed that this occurs due to the body being purified whenever someone advances their rank.

Strengthened Soul - 200 CP

You possess an overwhelmingly strong soul. Compared to others your soul is equal to those five grades higher. Meaning if you Divine Physique cultivator with one broken shackle then your soul would be as strong as someone who had broken all five and was ready to advance to the Divine Soul Realm. This perk is also capable of affecting other powers based on the spiritual side. For example Reitsu from Bleach and Chakra from Naruto would be boosted by this as well.

Surrounded by Beauties - 200CP

For one reason or another Bu Fang seemed to constantly be in the company of a supernaturally beautiful woman. This was ironic considering his sheer devotion to cooking which made him ignore all of them. Maybe you will actually enjoy this. You share his luck with these talented and attractive individuals. You will constantly run into and be in the company of desirable individuals that fit this criteria. This will work on your preferred gender meaning you can instead gain the attention of your paramour depending on your desires. Lastly this will also boost your natural charisma and charm so that you can attract the beauties you encounter.

Beyond Divination - 200 CP

There are a number of sects and powerful experts who have developed the ability to scry and view the future. This allows them to learn of future disasters and to peer into the future of various beings. This can be very bad when your enemies use it on you. This perk ensures that you can not be seen with divination or similar methods. If someone is going to gather information on you then they are going to have to do it the old fashioned way using spies.

Eye of Insight - 200 CP

As mentioned above there are many methods to acquire a glimpse into the future. Unlike the previous perk this gives you talent in divination techniques. You will gain knowledge of various techniques such as using special items such as bones and other relics. You will be able to view important events in the future and identify beings who play an important role in its outcome. For example where others may see a talentless child you may see a future hero of the empire. The stronger someone is, the more difficult it will be to view their future. This will be easier however, if you are of comparable strength. Lastly this has both broad and specific applications. A specific use would be utilizing it during combat to see what moves your opponents will be making. A broader use would be learning about a secret realm that will soon appear.

400 CP

It's a Treasure so What - 400 CP

Amongst the various issues that can occur in a cultivation world, jealousy is one of the worst. This perk protects you from this jealousy. You will never have to worry about anyone coming after you because they want to take your treasures again. This won't stop them from coming after you for other reasons or to trade with you, but you now can own valuable items without worrying about thieves.

Time to Develop - 400 CP

Truthfully there are an innumerable amount of talented geniuses that exist; the rare cases are the ones who survive long enough to grow. You have been blessed with the ability to survive. You seem to constantly dance on the brink of death only narrowly avoiding the edge. Circumstances will practically line up giving you a chance. Maybe an expert that would normally attempt to kill you would be in a good mood and ignore you instead. Perhaps your teacher will arrive at the last moment to protect you. Regardless as long as you aren't blatantly suicidal then you will be able to avoid numerous deadly situations. Just don't abuse this, eventually your luck may run out if you have nothing else to rely on.

Let It End Here - 400 CP

One of the most common tropes in cultivation worlds is that every minor weakling you kill will somehow be related to someone stronger. This cycle will occur repeatedly causing a minor dispute to evolve into a life and death feud with an entire sect. What if this didn't occur though. Well that is exactly what this perk does, taking it makes it so that any issues you have will be resolved with their target. For example if you got into a feud with an arrogant young master and killed them you would be able to avoid the wrath of their family. The justification of this could vary on a case by case basis. Perhaps their family didn't care about them or they were already slated for death due to a crime they committed.

Spiritual Refinement - 400 CP

One of the hardest parts about working with higher level dishes is retaining the energy they possess. You are capable of not only retaining the energy, but enhancing it. Any meals you make are capable of functioning as high level elixirs that can allow cultivators to level up. This also is important when creating medicine to deal with various injuries.

You'll Work Here Until You Pay Your Tab - 400 CP

Every now and then you'll have to deal with freeloaders or customers who don't have the money needed to pay for their food. Regardless, you still need to get your money

back somehow. If someone is unable to pay you can force them to work for you until they have paid off their debt. For example if you were a chef perhaps you could force them to be a waitress in your store. This perk will cover any debt or deal that you make. In the story for example after the Great Elder Chu Changsheng was healed from the brink of death using the Taotie's heart he had to serve as Bu Fang's waiter until he died.

My Restaurant My Rules - 400 CP

You are capable of setting specific rules within businesses and properties you own. This could include things such as a customer only being allowed a dish a single time, or something simpler such as no fighting inside the restaurant. Anyone who comes inside will be compelled to obey these rules. Even if they are dozens of times stronger than you they will abide by them within your territory.

You Cannot Flee - 400 CP

While some will fight to the end others will not hesitate to flee once they realize that they cannot win. This can sometimes cause issues by allowing a powerful foe to retreat or for them to have gained information on you. This perk grants you two main effects. First you become much more capable when it comes to restraining yours and locking them down. Even if you can't beat them they won't be able to run. Second, for one reason or another your opponents will have a much harder time running away. Maybe an internal injury will suddenly spike stopping them from retreating or an ally will show up out of nowhere launching an ambush. Regardless, anyone who tries to flee will have a far more difficult time doing so and even if they somehow do they will have to pay a truly horrifying price to escape.

Puppet Master - 400 CP

Puppets are tools and weapons used by a small group of cultivators. This perk makes you an extremely skilled puppet user on par with the best and brightest of the Puppet Sect. You gain the ability to control your puppets with absolute ease and the knowledge of how to forge new puppets. Puppets can be made from a wide array of materials, but generally are a part of two categories: corpses and metals. Corpses puppets are dead bodies who have been refined allowing them to use the abilities possessed by individuals while they were alive. Metal puppets consist of any puppet made from various materials, typically rare minerals. An example of this would be Whitey and the guardian puppets used by Bu Fang. You gain mastery over the skills and techniques needed to forge and command these.

Claim My Inheritance - 400 CP

One of the most common ways that cultivators can get stronger is by acquiring inheritances from ancient cultivators. You seem to have a habit of finding these

inheritances. In this setting it will allow you to stumble onto various legacies left behind by ancient cultivators. In future settings this will allow to find legacies and caches left behind from ancient beings in the setting. For example in Warhammer 40K you could find technology from the Golden Age of Humanity or in Highschool DXD you could find Lucifer's personal relics.

Elder With An 8-Pack - 400 CP

One of the elders who guarded the Shura City Saintess possessed a unique ability. The longer he fought someone the greater his might. The only way to defeat him was to kill him quickly like Nethery did before he became too strong. You share this ability the longer a fight goes on the stronger you become. For example you could be fighting someone stronger than you and be losing badly. If you last long enough however you will not only be able to fight on even grounds, but eventually you will become stronger than your opponent. This effect will slowly wear off once you have calmed down. Lastly there are no negative side effects so you don't have to worry about ending up in a coma or something similar.

600 CP

Harvesting the Ingredients - 600 CP

Around here many spirit beasts are used for high level dishes. To get them chefs have to venture out and gather the necessary ingredients themselves. You may not be a legendary warrior, but you are an unmatched hunter when it comes to slaying powerful beasts and monsters. Whether it's slaying a dragon to gather its ribs or fighting a supreme ranked tree in order to get its fruit for wine you have the necessary know-how to deal with these creatures.

Cooking Throughout the World - 600 CP

There are innumerable unique recipes and methods that have developed throughout history. If someone wants to become a truly legendary chef they must expand their horizons and learn from all of these places. This is something that you have actually done. You have the experience and knowledge only gathered by undergoing millennia of travel and exploration.

God of Cooking System - 600 CP

The God of Cooking system is the main tool that allows Bu Fang to rise up in this world and to achieve his dream. It possesses a number of features that provide various benefits. Normally these features would be locked until certain requirements are met, but you may unlock some of them using the customization section later in the doc. You will receive 1000 GP to customize your particular system. Alternatively you could simply ignore the section and take the canon system. If you did this you would have to unlock everything on your own however.

I Will Have My Revenge - 600 CP

There will more than likely be some points where you are defeated or even brought to the brink of death. This doesn't mean that it's the end however. Whenever you are on the verge of dying or in a critical situation you will receive an opportunity. This moment could allow you to either flee or to reverse the situation depending on how bad things are. Second, whenever you are forced to flee you will receive new opportunities to level up. For example after Duan Ling fled after losing to Blacky he somehow ended up in a secret realm and leveled up five grades while he was here. You will end up in similar situations hopefully without a plot armored protected protagonist hunting you.

Array Master - 600 CP

Arrays are powerful structures and formations that can be set up for a wide variety of effects. Some examples of these include teleportation arrays, energy gathering arrays, and magic cannon arrays. If you can think of something there is probably an array to do it. This perk grants both talent and knowledge regarding arrays. Your talent will match that of legendary geniuses allowing you to potentially reach the pinnacle of arrays. The knowledge granted to you will cover all of the various types of arrays. This will not cover everything, but shall receive a grounded foundation in all fields.

Lord of War - 600 CP

In the end there is always one rule that holds true in worlds such as these might makes right. Regardless of your position or talents, power in the end is the deciding factor when dealing with conflicts here. This perk won't increase your cultivation, but it will make you a true lord of war. You possess truly frightening combat prowess. Even if you only possessed an average technique you would easily be capable of fighting off and killing multiple beings a level higher than you. Should you actually have the techniques and cultivation to back up your wrath then few if any in this world could stand against you in combat.

Once in a Generation - 600 CP

Every so often there will be a being born with truly legendary talent. It appears that you are this so-called blessed individual. You have talent required to reach the pinnacle of cultivation. You will never have to face any bottlenecks or restrictions as you cultivate. Your only requirements will be to gather the necessary energy and insights at each level. The only question is whether or not you will live long enough to develop yourself.

Unrivaled Talent - 600 CP

While your cultivation is important that doesn't mean that it is the sole factor behind your prowess. There are many who specialize in a chosen field and devote themselves completely to it. This perk allows you to choose three specialities which you will receive virtually unrivaled talent in. For example you could choose swordsmanship, body cultivation, movement techniques. This would allow you to become a legendary swordsman wielding immense strength and speed. This perk is discounted if you purchase it multiple times.

Legendary Alchemist - 600 CP

Alchemy is the art of creating pills and other elixirs using various ingredients. Many would consider it a superior form of cooking at least when comparing the average member of each profession. This perk grants you talent equivalent to that of a legendary alchemist. In addition all qualities related to alchemy will be boosted as well. This would

include the strength of your soul, your will power, and your ability to manipulate flames. If you can reach the peak perhaps you will eventually be known as the God of Alchemy.

Gluttony's Soul - 600 CP

Within The Valley of Gluttony there were originally two taoties. These were divine creatures capable of devouring the world. Eventually one of the Taotie was slain and the other was sealed away. The soul of the slain Taotie was sealed away within a child to hide it and to prevent anyone else from acquiring it. This was done since anyone who absorbed the soul would gain the powers of a Taotie and its sheer might. This perk allows you to gain a Taoties soul and to directly fuse with it. Alternatively you may choose another divine beast instead such as a Phoenix or Dragon. Doing so will give you different powers based on your choice. For example the Phoenix would give you powerful flames and regenerative abilities. Lastly this option will allow you to receive the power of true divine beast rather than the diluted bloodline.

God of Cooking System

The God of Cooking System is the main tool that Bu Fang uses. It allows him to run his businesses and to gain new abilities. While many of the features here are available through training and accomplishing the systems task you may directly acquire them here. This will also allow you to add some additional features to the system. If you purchased the God of Cooking System perk then you will receive 1000GP to spend in this section. You may convert CP to GP at a 1:2 ratio. Meaning 50cp equals 100gp in this section. You cannot convert GP to CP.

Recipe Unlocking - Free

While chefs can make their own recipes you might as well use the knowledge that has already been gathered by countless others. This will grant you recipes based on your skill level. You will continuously unlock new recipes as you level up and you develop your cooking prowess. In the beginning you may only have normal recipes, but eventually you may unlock divine recipes reserved for the gods.

Energy Conversion - Free

This is an automatic ability possessed by the system. The system automatically helps the host grow in their cultivation. Any crystals that are spent at the store may be directly applied to the host cultivation. Each time the required amount of crystals is acquired the host will level up. In addition, due to the system controlling this process you will gain a perfect foundation. Every step will reach its peak performance. This means that you will be able to ignore bottlenecks and that you will not have to deal with any other obstacles that others do.

Energy Conversion Ratio - 50 GP

When Bu Fang was first starting out the system had a poor conversion ratio for the crystals he gathered. Initially it was only 10%, but later advanced to 100% after he accomplished a number of tasks. This option allows you to boost the efficiency of the system. Each time you purchase this you may boost the efficiency by 20%. The best part is that you can go beyond the full 100%. Meaning if you bought this seven times then all crystals would give you 140% of the energy. An example would be if you earned 100 crystals you would receive 140 crystals worth of energy. This effect could be extremely beneficial in the later stages where you need to gather millions of crystals to level up.

Kitchen Defenses - 100 GP

This is a minor, but crucial security upgrade. The kitchen is a sacred area for a chef and can not be dishonored. This option creates a protective measure that can kill anyone who trespasses into the kitchen without your permission. Even mighty beings such as

the Netherworld King can be killed instantly by this defense mechanism. Lastly please do not abuse this by trying to lure your inside. Do not disrespect your own kitchen.

Food Ingredient Encyclopedia - 100 GP

The food ingredient encyclopedia is a complete encyclopedia of the various ingredients in this world. This will allow you to learn about different ingredients and how each of them affect dishes. You can use this knowledge to identify how to improve your dishes and how to even create your own dishes by familiarizing yourself with new ingredients.

Accommodating Expansions - 100 GP

To increase the rate you grow it will eventually become necessary to start multiple branches or at least to expand your restaurant. This option also allows you to expand the capacity of your store both for employees and customers. For example when you get a new apprentice they will gain their own room, stove, and section in the kitchen. As their capabilities increase they will gain access to new cooking equipment. For the customers you will gain new tables and items within the store will evolve. For example the Five Striped Path-Understand Tree turned into a Seven Striped Path-Understand Tree after it remained in his store for a period of time.

Everlasting Transportation Door - 100 GP

This door is a system placed within each branch of your restaurants allowing you to instantly travel between them. This has two main uses, first it can serve as a simple transportation method. Secondly and more importantly you can monitor all of your branches actively. As you develop new dishes you will need to teach your apprentices these techniques. This allows you to rapidly approach any of them and if there is an emergency you can arrive immediately.

Inventory - Free/200 GP

The inventory is a spatial storage system provided by the system. It has virtually unlimited storage and can transport any ingredient you need. The free option allows you to transport food and ingredients. You will be unable to transport anything else. If you pay 200 GP then it will be able to hold anything. If there is an upper limit on size it was never revealed so go wild.

Supply Generation - Free/200 GP

The system will automatically supply the user with ingredients for any recipes that the host acquired from the system. If you choose the free level then you will be provided ingredients for any of the recipes you possess. This includes all of the recipes given to you by the system. If you choose the 200 GP option then this will provide you ingredients for any dish you make. In addition this will allow you to receive upgraded

versions of ingredients. For example if you want to cook a lower quality dish you could use much higher quality ingredients to boost its taste/effectiveness.

Delicacy Map - 200 GP

The delicacy map is a feature that allows the user to teleport to different locations. This is automatically used to transport the host to and from locations when given assignments. Purchasing this option grants you control over the system and allows you to teleport at will. You will also gain the ability to control the teleportation radius. This means that you will be able to transport items and people with use using this function. The only limit on the size of the radius is the amount of energy you use.

Spiritual Conversion - 300 GP

The spiritual conversion is a similar ability to that of the energy conversion with a distinct difference. This version allows you to directly convert spiritual beings and other ethereal beings into energy for your use. The exact outcome will depend on what they are. For example the Taotie spirit was refined into pure blooded Taotie energy which then merged with Bu Fang. This energy granted him power on par with a pure blooded Taotie. Most normal beings however would only be converted into energy to be absorbed. Special aspects are required to generate any new abilities. Lastly this ability is only capable of converting these beings. You must find them on your own if you wish to use this power.

Higher Energy Transformation - 300 GP

If you acquire a sample of higher level energy the God of Cooking system is capable of absorbing it to upgrade the system. For example when Bu Fang acquired the wisp of immortal energy the system fused with it allowing for a massive amount of upgrades to occur and it level up Bu Fang from the beginning of the Divine Soul realm to the peak of the realm.

Renovations - 300 GP

One of the tenants of a proper restaurant chain is to be uniform. When you are setting up branches they should look identical and have the same atmosphere. This upgrade allows you to recreate the exact same conditions within all of your properties. This is a bit more expensive because it replicates everything. For example Bu Fang has a Five Striped Path-Understand Tree in his store. This and all of the other rare treasures are recreated when he makes a new branch. As long as something is on a property you can recreate it anywhere else.

Utility Dishes - 300 GP

These utility dishes are special dishes that function similarly to alchemy pills. Some examples of these are the Rampage Ramen, Vigorous Beef Meatball, and the Crazy Hot Chili Strips. The rampage ramen boosts the consumer's strength by one fold. This boost is stronger the stabler their foundation is and has no side effects. The meatballs multiply the consumers' bodily strength three fold. The chili strips have the same effect as the ramen on a much higher scale. You gain these recipes and the ability to unlock additional utility dishes.

Farmland - 200/400 GP

The farmlands are an internal world created by the system. They are capable of housing plants and animals within the world. By default this world will be empty and everything inside will have to be managed by the user. For example you will have to plow the fields yourself or get someone else to do it. If you pay an additional 200 GP then the farmlands will be filled with life and managed for you. A team of puppets will be created to manage the farmlands and whatever you wish to grow inside. In addition the farmlands will automatically be seeded and animals will be created here. The seeds will be planted whenever you acquire one and the animals will be created whenever you consume or cook a new species. The animals will breed here and produce large quantities of ingredients. Lastly, regardless of level, you may restrict or grow additional ingredients here. For example Bu Fang placed the chicken Eighty here to get eggs and more chickens.

Gourmet Arrays - 400 GP

The gourmet array is a special type of array created using the God of Cooking system. These arrays are normally made using utility dishes and allow for an explosive increase in strength. When Bu Fang combined all three of the above dishes in Heavenly Mist City he was able to fight a Divine Soul cultivator as a Divine Physique cultivator. This allows you to use arrays and to unlock additional arrays.

God of Cooking Tools - 600 GP

This isn't necessarily the God of Cooking tools, but the ability to create items such as them. The system will gain the ability to generate item fragments as rewards for tasks or by paying immense amounts of energy. Once enough fragments have been gathered they may combine into a powerful artifact. The more fragments used for this process the stronger the artifact. For reference most of the canon God of Cooking tools were made from three or four fragments.

The Invincible Puppet - Free/300/600 GP

Unfortunately since you are going to have a lot of valuable items here you are going to need something to protect the store. Luckily there is this option. The first is the free version. This will be what Whitey originally was a puppet that stayed exactly four stages above you. For 300 GP you can upgrade this protector. At some point however whitey decided to level up on his own and his strength became far stronger than Bu Fang when he was an entire realm above him. This is the 300 GP the protector will be able to increase their strength without limit and will likely remain a full realm stronger than you. Lastly is the nuclear option for 600 GP. Since Whitey's strength relied on Bu Fang there were many threats he couldn't handle. Which is where Blacky came in. Blacky was a Hellhound and an expert standing at the peak of the world. That is what you get for 600 GP. They will only act when you are truly in danger, but there is practically no one who can defeat them and the few who can will realize that it isn't worth it.

Rules Must Be Obeyed +200 GP

This is a restriction that can be placed on the system. This will generate a set of rules that must be followed. The user will be unable to break the rules in any way. Some examples of this are only being allowed to serve a customer once per day or being unable to change the prices of your meals. Even if you offered a hundred times what the meal was worth you could only accept the system's price.

The Systems Cultivation +400 GP

The system does provide benefits to the host cultivation, but there are some restrictions as well. Taking this drawback makes it so that the host can not cultivate any progress made must be done with the system. This means that even if you had the resources to instantly promote yourself you would be unable to due to this restriction.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All jumpers will be given a set of floating discounts similar to the perks. You will receive three discounts per item tier. 100cp items will become free and subsequent purchases will be 50% off. You may also use higher tier discounts on lower items, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400cp, 200cp, and 100cp may be combined to make a 400cp item free.

General

Wisp of Immortal Energy - Free/100 CP

In this world there are a number of barriers that prevent travel between worlds. One of the main restrictions is by analyzing the different types of energy. For example in order to get to the Immortal Realms you must acquire a wisp of immortal energy. This energy will allow you to transcend and to safely reach the Immortal Realms. You will receive this wisp for free and it will remain hidden inside you until you are ready to ascend. If you pay an additional 100 CP then it will continue to perform this function in future worlds allowing you to bypass similar types of barriers.

Heaven and Earth Obsidian Flame - 100/200 CP

The obsidian flame is a type of natural treasure. It is a powerful flame that is refined by natural energies of the world and it can grant many benefits to those who possess it. For example it can refine the users body and allows them to use powerful attacks capable of fighting beyond their level. If you purchase this multiple times you may fuse the flames. This will exponentially increase their power and maximum temperature. You may also do this if you find any flames while traveling in this world. If you pay 200 CP then you may purchase an Immortal flame instead. These flames are made from immortal energy rather than the energy of heaven and earth. This follows the same rules as the Heaven and Earth Obsidian Flame.

Netherworld Ship - 200 CP

An interesting trait that Nethery's ship possesses is the ability to traverse any secret realm. Regardless of what security measures are put in place this ship is capable of ignoring them. You receive a copy of this ship. Lastly like some of the other items it is capable of bonding with the user to grow with them. This mainly affects its speed and combat power.

Heavenly Star Catcher - 300 CP

This is a powerful treasure used by the Saintess of the Heavenly Secret Holy Land. It allows the user to increase the level of their allies by one stage during combat. For example if they are a Divine Spirit realm with one lamp lit this will boost their strength to that of someone with two lamps lit. This boost is effective on anyone regardless of how strong someone is. Alternatively you may absorb the star catcher and gain the ability to use its power on your own.

Senseless Lotus - 300 CP

The Senseless Lotus is a naturally formed divine treasure capable of dissolving any type of curse. Even the curse affecting the Netherwoman can be cured using this lotus. Normally it is only grown within the Yellow River and is guarded by true Divine Beast. This option will give you one of the Lotus. Once it is used you will receive a new lotus a month later.

Powerful Artifact - 100/200/400 CP

There are numerous artifacts possessing special qualities throughout these realms. This option allows you to purchase one such artifact. The exact power however will depend on what you pay. For 100cp you may purchase a semi-divine artifact. These artifacts are normally used by cultivators who are starting out or the leaders of mortal sects. For 200cp you can acquire a divine artifact. Some examples of this scale would be the god slaying weapons and the Heavenly Star Catcher. Granted the second one is on the high end of the spectrum. Lastly is the 400cp option which allows you to pick a truly legendary artifact. The simplest example of something this level would be the God of Cooking's tools. This item may be purchased multiple times if you want more than one artifact.

Unique Skills - Varies

Each type of sect and even many individuals have developed various unique skills to enhance their combat power. You may receive one skill per purchase. The power will depend on how much you pay. You may choose a canon technique or you create your own. First for 100cp you may choose a basic technique. This level covers most techniques freely taught and the weaker secret techniques. For 200cp you may choose a stronger technique such as the Celestial Skill Star Bind. This is an array technique that can restrain opponents and prevent them from fleeing a battle. For 400cp you can choose a truly powerful technique. An example of this would be Ni Yan's divine skill Seven Star Bow. This technique generated an avatar wielding a bow and fired arrows made from starlight. Lastly is the 600cp option. This level is reserved for legendary techniques. If you develop these techniques then you could rely on them single handedly all the way to the peak. An example of this would be the Overlord Thirteen Blades. This technique allowed Bu Fang to easily kill beings more than a full realm stronger than him.

100 CP

Jumper's Farm - 100 CP

One of the most important parts of having a restaurant is keeping up a good supply of ingredients. Not only do you need ingredients, but you need high level ingredients. One of the simplest ways to do this is to grow them yourself. This option allows you to buy a farm dedicated to growing a particular animal or plant. By default this will be either rabbit or apples. You can choose to receive another type of animal if you don't want rabbits then you may choose another or you can buy this multiple times for multiple options.

- Note: The main difference between this and the God of Cooking ingredients are that you can sell these and breed them. The system's ingredients must be used and cooked once provided.

Abyssal Chili Sauce - 100 CP

The Abyssal Chili Sauce is an incredibly spicy sauce provided to Bu Fang by the system. It can create a spicy flavor within any dish. Most importantly is that none are capable of resisting it. Even beings like the Netherking are unable to handle this sauce's might. Just be careful if you give this to someone weak. For example a mortal realm cultivator can actually be killed if you use more than a spoonful. On the other hand it would take a ladle full to make someone like the Netherking cry.

Dimensional Bag - 100 CP

Dimensional bags are spatial treasures used by cultivators. They possess the ability to store a large amount of equipment. The one you receive will be of average quality. This version will be a twenty meter by twenty meter space. If you want to get a better one you will need to find a blacksmith capable of forging one or you will have to make it yourself.

Fish Conquering Rod - 100 CP

This is a fishing rod specifically made to catch powerful sea creatures. As a result there are a few special traits. First the line is indestructible. Second, the rod will automatically generate bait based on what you are trying to catch. Lastly, any creature that bites the rod will be restrained allowing you to subdue it more easily. This does not mean that it can catch everything however. If you are too weak then the rod may not be sufficient. So don't try to catch a divine sea dragon while you are still a mortal. Finally if the rod is lost or somehow broken it will reappear a few days later.

Knife Cabinet - 100 CP

A knife cabinet typically is used to hold all of the knives gathered through chef's challenges. This cabinet has two main effects. First it is a solemn reminder to the user to prevent them from becoming arrogant. Second, it holds all of the mementos gathered from your challenges. Since you are paying for this with CP you may store other treasures in this. Every time you win some form of challenge you will receive something to represent it within this cabinet. Chef challenges reward the user knives. If you won a duel perhaps you would get your opponent's main weapon or something equally important to them.

200 CP

Crystal Mine - 100 CP

If you want to get crystals then the simplest method is to acquire a crystal mine. This mine contains a vast amount of crystals that you can harvest. The quality of the crystals will depend on your cultivation level. Their purity will always remain two levels above your current rank. In addition the mine shall be guarded by crystal beasts. These beasts act as guardians that attack invaders. They will level up with the crystal mine and gradually increase in strength. If the mine is emptied or the beasts are slain they will reappear in a few days.

Soul Sealing Chains - 200 CP

The soul sealing chains are a relic used by the Netherworld. They possess the ability to bind and capture wandering souls. Even the soul of a divine soul expert can casually be restrained with these. These chains will be effective on anyone as long as you are capable of wrapping them around them. Their power will be sealed and they will be powerless to go against you. Lastly they will not work on you or your allies should they be stolen.

Departed Soul Orb - 200 CP

The Departed Soul Orb is a semi-divine treasure used by the Shura sect. It absorbs the souls of slain enemies and refines them into energy for the user. This energy is particularly useful for leveling up and breakthroughs such as the divine realm shackles. It has a number of other uses that are not deeply explored.

Herb Garden - 200 CP

While many dishes are made with various types of meat it cannot be denied that herbs and spices play a role as well. Some dishes however require powerful herbs that only grow in unique conditions. Luckily you however have acquired this special island. This is a large garden filled with many unique and rare plants from this world. In addition if you acquire seeds or samples from new plants you may grow them here. This building will expand to hold any new plants that are added. Should the plants require any unique conditions then this garden will replicate them. Lastly the garden will be taken care of by a number of laborers and puppets who will automatically harvest the plant when they are fully grown. If you already have a garden or similar option you may merge these combining their properties.

Delicacy Island - 200 CP

This island is a treasure that Bu Fang discovered within a Secret Realm. The island was seemingly built around the concept of cooking. For example some of the fruit on the island resembled cooked bread and the wild animals tasted as though they were already cooked immediately after their meat was harvested.

400 CP

Prized Knives - 400 CP

Within The Valley of Gluttony there are ten prized knives of legendary quality. Each of them are capable of catapulting a chef's talent to the next level. This is a demonstration of how important a good knife is to a chef. This option will grant you a special knife. It will possess two main traits. First it will grow with you, as you become a better chef the quality of this knife will increase. Should you become skilled enough this could even surpass the Golden Dragon Bone Kitchen Knife. Second, this knife will possess the ability to shape itself. Sometimes you may need a normal kitchen knife while other times you may want a flamboyant and decorative blade. This knife can shift its appearance and shape. This possesses some use while cooking certain dishes, but mainly allows you to customize it. Lastly this will be separate from the God of Cooking tools provided should you take the God of Cooking perk. Though you may merge them with the system granting them its benefits.

Book of Recipes - 400 CP

This book records recipes from any noteworthy dish you encounter. Even if you have no experience with a type of dish you will be able to make it by following the recipe created by this book. Every step no matter how small or how well it is safeguarded will be recorded in this book. Unfortunately the book will only tell you the recipe; it will still be up to you to get the ingredients or their substitutes.

Five Stripes Path-Understanding Tree - 400 CP

The Five Stripes Path-Understanding Tree is a treasure that generates energy that makes it easier for cultivators to advance. In addition it will grow three fruits that can be consumed allowing the user to undergo an epiphany. Normally this tree would only be effective on those under [Eighth Grade] War God, but this tree will remain effective for you regardless of level.

Alchemy Furnace - 400 CP

Much like how a cook needs a kitchen an alchemist needs a furnace. This is an alchemy furnace with a number of special qualities. First the furnace will be capable of handling any temperature. So no matter what type of flame you use the furnace will never be damaged. Second, this furnace will enhance any pill or elixir created within it. This will allow your products to raise an entire grade. Lastly this furnace is overall very durable and if you need to it can function as a powerful weapon or shield.

God Slaying Weapon - 400 CP

The Hidden Dragon Royal Court has a number of powerful weapons called God Slaying weapons. Two examples of this are the god slaying bow and god laying pike. The bow is a weapon specializing in harming beings from the Netherworld. Even the Nether King was slightly hurt when he grabbed an arrow shot by a much weaker cultivator. The pike on the other hand is a tool wielded by the Shadow Demon that allowed Whitey to evolve after he consumed it. Each time you purchase this option you may receive a powerful weapon designed to harm a specific type of being. The narrower the target the more effective it shall become.

600 CP

Sect - 600 CP

Sects are the gathering places of powerhouses in this world and where cultivators gather to learn. There are numerous sects with various specialties scattered throughout this world. This option allows you to receive one sect each time you purchase this option. This sect will be capable of matching the strongest in this world. It won't reign supreme, but it will be equal to the bigger players around here. It will have the appropriate inheritances and a number of talented members.

Guardian Puppets - 600 CP

Inside Bu Fangs store there is a puppet named Whitey. This puppet normally acts as Bu Fang's assistant performing miscellaneous tasks for him. When someone causes trouble in the shop however he becomes a deadly enforcer. This option grants you a set of similar puppets. You shall receive four puppets that are one rank above you, three two ranks above, two that are three ranks higher, and one puppet four ranks higher than you. Four clarification: if you are a fifth rank warrior then your strongest puppet will be a 9th rank supreme being. Lastly this will be separate from the Guardian Puppet provided should you take the God of Cooking perk. Though you may merge them with the system granting them its benefits.

The God of Cooking's Tools - 600 CP

While it is true skill is the most important aspect when deciding your overall level it cannot be denied that equipment plays a part. This item allows you to acquire the full set of the God of Cookings tools. This includes the Golden Dragon Bone Kitchen Knife, the Black Turtle Constellation Wok, Vermilion Bird Feather Robe, White Tiger Heaven Stove, and the Qilin Reincarnation of the Heaven Ladle. There is a link in the notes providing more information on the tools exact abilities.

Jumper's Restaurant - 600 CP

If you're going to be a chef then you should do it properly. This is a restaurant owned and likely created by you. It will be well known in the local area and possibly a much larger area depending on your other purchases. For example if you took the Lord of War perk it reputation will grow from your experiences. Alternatively if you took the Cooking Specialty perk then your restaurant will be renowned for that type of dish. The

restaurant may function as your first restaurant if you took the God of Cooking perk. Similarly should you open any branches you may make copies of this restaurant.

Secret Realm - 600 CP

Secret Realms are special dimensions that can be generated naturally as well as being created. These realms contain rare treasures and unique wonders that can propel you forward. This option allows you to purchase one such realm. It will be filled with various treasures and numerous spirit beasts. You may optionally choose a theme for the realm to revolve around if you wish. For example, choosing alchemy will cause it to have numerous alchemy ingredients and may even allow the realm to generate a Heaven and Earth Obsidian Flame. The exact power of the realm will scale with you and remain two grades higher than you.

Companions

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

Import companion 50-400 CP

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

Canon Companion - 0/100 CP

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

Apprentice - 100 CP

Once you've reached the peak and gathered enough experience you may want to pass your legacy down. This option allows you to receive one apprentice per purchase. They will be talented in a field that you can teach. For example if you were a chef then they would be talented in fields related to cooking. If you were a warrior then maybe they would be a combat genius. They receive 600cp to customize their abilities, further purchases are discounted. All of your apprentices will get along even if they have conflicting fields. Feel free to teach a serpent-man warrior, a demonic chef, and a human alchemist at the same time.

Auxiliary Chefs - 200 CP

Should you decide to expand your restaurant or to open another branch you will need someone to manage the other locations. That is where this option comes into play. This option allows you to buy a set of followers to manage and serve at your restaurants. They will be skilled enough to maintain your reputation and satisfy your customers. Lastly the max level for their skills will grow as yours do.

Tiny Sovereign - 200 CP

This is interesting, you seem to have come into the company of a special child. This individual is a young child who possesses incredible talent on par with the Once in a Generation perk. The most important part about them however is that they are the

inheritor of a powerful faction. An example of this was how Xiao Ya was the daughter of the Valley of Gluttony's master. If you wish you may design their appearance and personalities if you wish however.

Useful Pet - 150/400 CP

This option allows you to purchase a pet with some sort of special use. An example of this would be Shrimpy. Shrimpy can enhance the quality of Bu Fang's ingredients by allowing them to absorb his energy. In addition to this he is extremely fast and can utilize a devastating piercing attack to combat foes. If you pay 400cp then you may take an upgraded version of your chosen pet. Using Shrimpy as an example they would gain a major upgrade. In this case Shrimpy was later revealed to be the reincarnated God of Space.

Soulmate - 400 CP

As there are many long living races here they treasure close relationships here. In particular are those who they can spend their lives with. You seem to be blessed however and have found a companion capable of matching you. This individual matches you perfectly both in talent and personality. If you wish you may design their appearance and personalities if you wish however. They will receive 1,000 CP to use in this jump. Lastly you may import them for free in future jumps. They will not receive any additional CP unless you give it to them however.

Spirit Beast Companion - Varies

There are a vast amount of different spirit beasts scattered throughout this world covering both the land and the seas. For 100cp you acquire something such as Eighty or the three eye lion. For 200cp you can choose something relatively useful such as demonic dragons known as the Papillon. For 400cp you can acquire something on the level of Flowery. This is where your options will be noticed by the rest of the world. Flowery is a Seven Colored Sky Devouring Python. Once she is fully grown she will gain the ability to evolve into a pure blooded divine dragon. If you pay 600cp however then you may recruit a being on par with a true divine beast. Some examples of this would be an adult Dragon, a Qilin, or a mature Phoenix. There are relatively few beings that can pose a threat to these creatures.

These Are My People - 300/400/600 CP

For a cultivator to grow they often require an astronomical amount of resources. One of the reasons some sects are created is solely to gather resources for their founders. In some other cases these groups exist in order to produce a powerhouse capable of protecting them. This option will allow you to choose an entire race of followers. For 300cp you can choose an average species such as the Serpent-Men which have a

more detailed description in the races section. For 400cp you can choose one of the stronger races such as the Oceanic Kingdom led by the Black Dragon King. Lastly for 600cp you may choose either a single race of powerhouses or a united group such as the Netherworld in its entirety or one of the other large realms that can match them.

The race's population will be based on their cost as well. The 300cp races will have a population equivalent to that of a large empire, the 400cp races will have the amount equivalent to that of the entire ocean, and the 600cp races will have a population equalling an entire realm equal in scope to the Netherworld. The majority however will only be average members of their species. For example if you choose Serpent-Men then 70% of their race would be normal members of their race. 20% would be true elites such as their elders and the final 10% would be real powerhouses such as the Serpentine Empress. They will have the necessary infrastructure such as cities and food supplies to remain self-sufficient. Lastly they will remain eternally loyal to you so you will not have to worry about an uprising or some other rebellion occurring.

The Final Defense - 600 CP

Blacky is originally introduced as the final defense of the of Bu Fang's restaurant. He protected it from many attacks and arrogant beings in exchange for sweet and sour ribs. Later it was eventually revealed that his strength was that of a Great Saint. His most important secret however was that he was the reincarnation of the God of Time. Purchasing this option will give you a companion on par with Blacky. They will start out with their strength restricted to that of a peak Great Saint, but they will have the potential to become gods standing at the peak of this world.

Drawbacks

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

Supplement Mode - 0 CP

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

Self-Insert - 0 CP

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

Extended Stay +100 CP

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

You Want To Be A Chef? +100 CP

In the grand scheme of things the vast majority of chefs are worthless compared to other professions in this world. Even so, you seem to enjoy this type of work. Now it may not be cooking, but those close to you will try to force you into a different profession. There could be a variety of reasons. Maybe they think you're wasting your talents or that they believe this profession is too dangerous for you.

I Need More Resources +100 CP

While it's hard to earn money it's incredibly easy to spend it. For one reason or another you can't seem to hold onto large quantities of cash. Maybe you are somehow forced to spend it or you simply lost it somehow. Either way you won't be able to hold onto large quantities of extra cash during your stay here.

That's a Woman? +100 CP

Similar to Xiao Xiaolong and Yang Meiji it is easy for people to mistake which gender you are. Xiao Xiaolong was one of Bu Fang's apprentices and has a very waif-like figure. Most people mistake him for a beautiful woman at first and Bu Fang commonly calls him a sissy as a joke. Yang Meiji on the other hand is a woman with a body like buff lumberjack. Until you hear her speak everyone seems to think she is a man. You possess a body similar to one of the individuals depending on what you would rather not

have. This won't really have any severe negative effects, but it may result in you becoming the butt of some jokes and a couple awkward introductions.

I'll Save You Brother-In-Law +200 CP

Whenever you kill another being your body will gain a piece of bloodlust. This is one of the reasons that people who return from the battlefield are considered more dangerous since their aura of slaughter is much greater. Normally anyone with this aura would restrain it or do their best to dispel it. You are unable to do either. Your blood aura will only grow larger. Should it become strong enough then you will start to knock weaker individuals out with your presence. This will also make people far more cautious of you and make you appear like a madman. If you don't wish to reach that point your only options are really to avoid combat or to never kill any of your enemies. Given the nature of this world both options will be quite difficult.

Devastating Temptress +200cp

This seems to be a running theme. For one reason or another you keep running into beautiful and very dangerous women (or men if you prefer). These individuals could be friends or foes, but no matter what you'll end up dragged into dangerous situations because of them. Perhaps their family is in danger and they need your help to save them. Maybe instead you pissed them off and they're hunting you with their team or even entire organization and now have to calm them down. Maybe you're a figure of legend and actually capable of turning this to your advantage. After all it's not impossible, just difficult to make them agree to share. For your efforts anyone that agrees to this arrangement will be made into a companion and share a single slot at the end of the jump.

Loot Goblin +200 CP

Treasures are valuable items that can range in size and function. Unfortunately there is one main consequence that can occur as a result of owning one. Without sufficient strength possessing a treasure typically ends in disaster. You seem to constantly be hounded by various beings whenever you acquire a treasure. Most of them won't be powerful, but occasionally you may encounter a real overwhelming strong being. You will either need to bargain with them or rely on an ally whenever this occurs.

These are Lord Dogs Sweet and Sour Ribs +200 CP

Despite his overwhelming power Blacky otherwise known as Lord Dog loves to eat sweet and sour ribs before sleeping every day. He is obsessed with them and will do virtually anything to acquire them. You have a similar obsession with a particular food. This has resulted in you devoting most of your time to acquiring this dish and neglecting many of your other duties. It is not impossible to overcome this urge, but it takes an impressive amount of willpower. In addition you will be susceptible to bribes if anyone uses this dish. Hopefully no one takes advantage of you due to this.

Shattered Soul +400 CP

Should you be injured while leveling up or in the event that you are being targeted it is possible for your soul to shatter. You seem to have undergone this horrific ordeal, but

you somehow survived. The only method capable of healing is to restore your soul. When this occurred to Ni Yan Bu Fang had to use a Phoenix egg to heal her. You either must acquire a similar treasure or you must slowly cultivate your soul. The first method is immediate, but requires a divine treasure. The second method will likely take years, but is safe.

No Toys Allowed +400 CP

It seems that your benefactor doesn't want you to get through the setting by relying on powerful artifacts. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around some sort of class system.

Exiled From the Netherworld +600 CP

A punishment placed on those who are exiled from the Netherworld is a horrific curse. This curse has two main effects. First you shall be locked within a specific realm. Should you leave you will only be able to display 10% of your power and all attacks will cost ten times as much energy. Second, is the more dangerous part you shall have your vitality constantly drained. Should you have an insufficient amount then you will feel pain a dozen times worse than anything else you can imagine. The only way to stave this off is to constantly absorb other sources of vitality. For example Nethery did this by initially devouring many treasures before she decided to follow Bu Fang and used his dishes instead.

Realm Invasion +600 CP

This isn't good, it appears that a crack to another realm has opened up within your world. To make things worse it appears that the other realm is stronger than yours. The only mercy is that it will take time before they are able to enter your world. You will have approximately five years before the cracks burst open and the enemy's armies march forth. They will only be interested in taking the resources available and will happily slaughter your world's inhabitants. There are two methods to deal with this. First if you are alright with abandoning the world you simply need to survive until your stay here is over. Alternatively since you're responsible for this you could become strong enough to

repel the invaders. Since they only want resources they won't continue if the cost isn't worth it. Either way the choice is yours.

A Chicken With Aspirations +600 CP

One of the pets that Bu Fang acquires is an Eight Treasures Chicken named Eighty. This is a sprite beast that is both a valuable alchemy ingredient and a delicacy. You now have been transformed into an Eight Treasures Chicken. You will possess virtually no combat power, but you will have one advantage. You shall possess overwhelming speed allowing you to run from almost anyone as long as you aren't trapped. You will have to survive the jump while you are stuck in this state. As a reward for surviving post jump this will become an alt-form.

Scenarios

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

The God of Cooking

Congratulations you are now the hero of our story. That's right you will be replacing Bu Fang. The jump will last until the story ends canonically or you die. You will face all of the challenges that Bu Fang did without his plot armor and abilities unless you purchased the relevant perks. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Reward

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

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. This will also work with any temporary abilities such as being a realms master. Even if you give up the position you will still retain the power you received.
- Lastly, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

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

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

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

Notes

Currently I am at chapter 950, but I ended up with a lot more than I thought I would. I will release this version now and will probably make version 2.0 once I finish the rest of the story.

God of Cooking System Yours vs Canon

- There are two main differences. First, your version allows you to start with everything unlocked rather than slowly unlocking it. Second, your version has some bonuses compared to canon. For example the teleporter is normally done automatically when Bu Fang is assigned a quest while you will be able to actively control it.

God of Cooking Tools

- [Bu Fang/Equipment | God of Cooking Set](#)

Cultivation

Details from the wiki and some other information on the cultivation ranks are listed below from weakest to strongest.

Mortal Realm:

- [First Grade] Battle Warrior
- [Second Grade] Battle Master
- [Third Grade] Battle Maniac
- [Fourth Grade] Battle Spirit
- [Fifth Grade] Battle King
- [Sixth Grade] Battle Emperor
- [Seventh Grade] Battle Saint
- [Eighth Grade] War God
- [Ninth Grade] Supreme-Being

Lastly is the Half-Step Divine Realm. This isn't normally reached so there are few individuals here. Generally someone will only be at the Half-Step Divine Realm if they failed to break through.

Divine Realm:

After [Ninth Grade] Supreme-Being, one stands above all mortals. To reach a higher realm, one must step into the Divine Realm, known as the legendary [Tenth Grade].

Half-Step Divine Realm experts can use World Suppression, gaining a supreme advantage against any [Ninth Grade] Supreme-Being Peak.

To fully reach [Tenth Grade] one must sever one of the Supreme-Being Shackles, gaining a Divine Body. Thus this realm is called Divine Body Realm. Each shackle corresponds to one of the following: head, right arm, left arm, right leg, left leg. After one has severed all 5 supreme-being shackles, one reaches the peak of Divine Body Realm.

Above the Divine Body Realm is the Divine Soul Realm. To reach this level one must condense a Soul Stair in one's Divine Soul. Each stair's step corresponds to a small realm. The peak of the Divine Soul realm corresponds to a 9-step Soul Stair. Once an expert reaches the peak of this realm, one is called a Great Expert. The mark of a Great Expert is the power to travel great distances by tearing the void.

Atop of the ninth step of the Soul Stairs is a Divine Altar. Once a Great Expert manages to light a Divine Fire on that altar one reaches the Divine Spirit Realm and can be called a Hierarch in the Sacred Lands of the Hidden Dragon Continent. Each time one lights a Divine Fire in the Divine Altar one breaks through a small realm. The peak of the Divine Spirit Realm corresponds to 9 Divine Fires lit on the Divine Altar. From the 4th Divine Fire onwards a Divine Spirit expert is referred to as a Saint Lord in the sacred lands of the Hidden Dragon World. A 9th Divine Fire Divine Spirit is referred to as Ruler.

Usually, from the 5th Divine Fire level onwards, the Divine Spirit Expert can experience a Thunder Tribulation.

Above Divine Spirit Realm is the True Divinity Realm. In the Divine Spirit Realm, one opens the Spiritual Sea, strengthening one's spiritual force. In the True Divinity Realm, however, one condenses an Essence Soul in the spiritual sea sky. This realm is divided into 9 sub realms called stars. A 1-Star True Divinity will condense the Essence Soul sky on the Spiritual Sea. From 2-Star to 8-Star one lights 7 stars in that sky. Under the brilliance of those stars, the Essence Soul becomes stronger.

Lastly, a 9-Star True Divinity gathers all 7 stars and ultimately condenses natural law, opening a side cosmos in the Spiritual Sea.

Saint Realm:

Above [Tenth Grade] Divine Realm is the Saint Realm. Saint Realm is further divided into two realms Lesser Saint Realm and Great Saint Realm. Each of those two is further divided into nine Revolutions.

In Lesser Saint Realm one becomes capable of inspiring the Heavenly Dao Will. For each small stage of Lesser Saint, a new revolving whirlpool will appear in the Spiritual Sea.

God Realm:

Great Saint is the peak of ordinary Minor World. If treads half-step above this one reaches the Demigod Realm (Half-Step God Realm). To reach this realm one must start to comprehend a principle. This is the pinnacle of the Saint Realm. After fully comprehending one principle, one condenses a God's Heart, becoming a God.

The God realm is divided into Low God, Middle God, High God, Low God King, Middle God King, High God King, and God Sovereign, with God Sovereign being the peak of God Realm.

In order to become a God, the Demigod must receive guidance of a Heavenly God during the breakthrough. However, if the Demigod comprehended all 5 strong Principles before the breakthrough, the Demigod can pave his own way towards Godhood himself, reflecting all heavens.

Additional Perks and Items to sort

Changelog

- Jump in Progress
- V1 is completed
- Swapped Crystal Mine and Heaven and Earth Obsidian Flame items
- Added Immortal Flame to Heaven and Earth Obsidian Flame item
- Added Immortal Chef perk
- Added Netherworld Ship item
- Added Bestial Reverance and Divine Blacksmith Perks