



Part 2 - Warring Across Worlds

Welcome, once again, to the Great Thousand Worlds. This jump may only be taken if you have been to the prior Part 1 Jump. You will be entering into this familiar world just after Mu Chen graduates from his academy and sets out into the world. From there, he moves on to the greater parts of the worlds, where forces that could stomp any one of the Great Academies contest each other in the hundreds. This part and plot will be focusing on the higher level cultivators, where Sovereign is not an expert but the very base level of strength required to matter.

The Fiend Clans, who were pushed back forty nine thousand years ago have started to move again. In two short decades, they will reveal their plan and release the great Fiend God from where he was sealed, right from under the noses of nearly all the strongest cultivators of the Great Thousand Worlds, while the two who could stop them, the Flame Emperor and Martial Ancestor are distracted fighting three peak Heavenly Sovereigns each. But before that, there is still much to do, much to see, and much to explore. Mu Chen will spend a large portion of this time in the Greatlaw Continent, working as a commander of troops under Mandala, an Earthly Sovereign, eventually creating his own faction to stand at the peak of this supercontinent.

You will be staying for a good three decades, until when the story would originally end with Mu Chen reaching the peak of cultivation as the Great Ruler and defeating the leader of the Fiend Clans. Have **1000CP** to spend below.

Origins: *Pick the origin you will be returning to this world as. Your age and gender can be changed as you wish before starting.*

Returnee - You will be entering this world exactly how you left it in part 1. No changes to your background or history will be made, for none have occurred. It's almost like you never even left. Perhaps you didn't.

Lower Plane Cultivator - Any cultivator you see in the Great Thousand Worlds from a Lower Plane is one to be wary of, for to break through the limits of their world is no mean feat. The weakest of these cultivators you might see is the Sovereign realm. You have broken through the limits of your world, or maybe were brought out by someone else, and reached the Great Thousand Worlds.

Commander - The stronger cultivators will naturally begin to accrue their own territories, their own forces. You are simply a natural product of this chain, a commander in charge of cities and armies. You will be starting off with or perhaps returning to a previously unmentioned force. Unlike a position within a sect or clan, this is a much more militant position. As such, expect to be busy managing your troops and territory.

Clan Member - There are clans at every stage of cultivation. In fact, as you go up, these clans grow larger as well as more powerful. The greatest of the clans, the five Ancient clans stand as near uncontested juggernauts within the world. You probably aren't a part of one of those giants though. Rather, you are a member of relative importance of a clan akin to the God or Spirit clans. Nothing to scoff at, but not one standing at the very peak.

Race: *Choose which race you will enter as.*

Human - Little has changed from the previous part in regards to the human races. There still exist many different kinds that all together are rather similar. Only, upon reaching the Sovereign realm, body techniques are far more commonplace without the risk of the Body Disaster. As such, the distance between Divine Beasts and humans has shrunk, though nowhere near vanished.

Divine Beast - Once beasts reach the level of Divine Beasts, they become able to assume human form with ease. Their cultivation, however, remains unchanged. Unlike humans, who progress at a slow and steady speed, Divine Beasts grow in spurts. They may languish for years at the same level, before leaping forward rapidly, usually accompanied or triggered by some form of evolution. Unlike lesser Beasts, Divine Beasts have started to form their own clans, with the beasts of the greatest bloodlines standing near equal to the Ancient Clans. You will be a Divine Beasts of some kind, the exact species up to you. By default you will not be one with a particularly potent bloodline. That shouldn't stop you though, even beasts of the Lower Planes can eventually reach heights no lesser than the greatest of the Beast clans.

Primordial Flower - Within the Great Thousand Worlds, the most rare species is not the Fiend Clan, nor is it the powerful True Phoenix or Dragons. The rarest species you will see is a type of Primordial Flower, possessing an innate intelligence no less than beast or man. Lower Planes, varied as they are, may produce something similar. You will be one of these plants, such as the Primordial Mandala Flower. When fully mature, you will be no weaker than a Divine Beast. Uniquely this species, as a form of plant, is able to 'bud'; producing a physical but weaker clone that its consciousness can reside in should the main body be damaged or destroyed.

Fiend Clan - Foreign invaders to this universe, occupying a solid half of the Great Thousand Worlds after the last war, are the Fiend Clans. This is not a singular species but rather a large number of different clans. There are over thirty main clans and dozens more lesser ones. Fiend Clan members cultivate in a method inherently incompatible with the Spiritual Energy natural to the Great Thousand Worlds, and as such they have terraformed the land they conquer so that they might live in it. Any single member of this race possesses vitality superior to a Divine Beasts and a soul more refined than humans or beast. In appearance they are generally similar to that of humans, though with more demonic traits such as blood red eyes, pale skin, horns, and so on.

Location: *Time to choose where you will be resuming your time here at.*

Greatlaw Continent

You will be starting off in the Greatlaw Continent, one of many supercontinents with numerous powerful factions constantly vying against each other for supremacy. Currently Earthly Sovereigns are the strongest experts present, though three Heavenly Sovereigns eye it from the shadows. This is the continent Mu Chen would go to alongside Nine Nether.

Beast Continent

After the loss of the original beast super continent, the beast clans spread out far. You will be starting on one of these continents that are ruled by the beast clans. Human cultivators are still present, however beasts are the true rulers of this area. If you wish, this could be the continent that the Nine Nether Bird clan call home.

Great Spiritual Academy

While the chapter of Spiritual Academies has reached its end, perhaps you are not finished with them entirely. You will be starting at one of the Great Five Academies, the tournament having reached its end a few short months ago. Naturally this includes the Northern Heavens Spiritual Academy that Mu Chen was a part of. While the students present, and indeed most of the elders, are no match for a Sovereign, you could be shocked to know that by the time of the Fiend War a good number of the current top students will have reached the Earthly Sovereign stage.

Sacred Abyss Continent

Technically this isn't so much a continent of the Great Thousand Worlds as a Lower Plane that evolved and fused with the higher plane. This location was one of those that hosted the climactic battle against the Fiends. As such, it is filled with uncountable heavenly treasures, but equally contains countless dangers. Importantly, both Fiends and Spiritual beings can and do venture into this territory in search of fortune. It also happens to be the primary base of operations for the Demon Slayers.

Fiend Occupation

Instead of land occupied by the Spiritual beings of the Great Thousand Worlds, you will instead be starting in the land that was taken over and occupied by the Fiendish clans that invaded long ago. While we know little of the layout of this area, it covers almost half of the Great Thousand Worlds. Where you start within that vast area is up to you. It could be the spacial storm swept edge of the world itself, or near the border of Fiend territory. Maybe even one of the numerous Lower Planes occupied by the Fiends.

Ancient Clan Continent

The Five Ancient Clans stand as some of the greatest powers in the entire Great Thousand Worlds. Each of these vast clans rule over an entire supercontinent entirely by themselves. Unsurprising, given a single Heavenly Sovereign can rule a continent by themselves and each of these clans have dozens of them. The main clan itself is hidden within a closed off realm at the centre of the continent. You can choose to start in the continent of one of these great clans.

Unmoved

Rather than starting somewhere else in this vast world, you will instead be starting in the exact spot that you left. Wherever you happened to be when the last part came to an end and whisked you away is where you will be resuming your time. Hopefully you can remember where that is, of course.

Perks: *Perks for your origin are discounted to half price. 100CP perks are free upon discount.*

Sovereign Cultivation [100]

While ten years may seem like a long time, there are many cultivators who will only rise a small stage within that time, even as others cross half a dozen. From this point on, out of the safety of the Academies, you are likely going to be encountering many of the experts of the world. At this point, the Sovereign stage is just the entry level cultivation to separate yourself from the countless unnamed troops that fight and die as fodder. If you have not already reached this level, you can be directly uplifted to the level of 1st Grade Sovereign, one without any kind of Sovereign Celestial Body.

This goes up in grades to 9th Grade, after which comes the Earthly Sovereign stage. These cultivators are capable of crystallizing the spiritual energy of the world into mountains and rivers no weaker than a divine artifact with the wave of their hand. This stage is divided into Lesser, Greater, and Perfect Earthly Sovereign. After this point comes the Heavenly Sovereign Stage, the widely known peak of the Great Thousand Worlds, which is similarly split into three distinct stages; Spirit, Immortal, and Saint.

Something known only to a handful is that there is a level above Heavenly Sovereign, attained only by one person in antiquity, and soon to be attained by Xiao Yan and Lin Dong. By using one's power to sign the Firmament Board of the Great Thousand Worlds, one becomes able to mobilise the energy of the world.

Attributed Spiritual Energy [100]

Once one reaches the Sovereign stage their Spiritual Energy changes. It becomes able to take on a unique attribute by fusing with something. Naturally the more powerful the thing the cultivator fuses with, the more powerful and overwhelming their energy is. It is even possible to fuse with multiple attributes, the Martial Ancestor famously having spiritual energy that fluctuates between eight different attributes seamlessly. By your nature as a jumper, your spiritual energy has a potential affinity for just about anything. Whether you can safely absorb them is a different matter, but you would be hard pressed to find something inherently incompatible with you.

Lordly Spiritual Energy [300]

The potential for Spiritual Energy to form a unique affinity by fusing with an energy of the world has already been mentioned. Now though, you will find that your spiritual energy has already been fused with something; an affinity of impressive capabilities. This could be the Undying Flame, known for granting overbearing fiery power and a boundless property to one's energy, or it could be some other attribute of equal potential. Maybe you have even figured out the way to fuse Battle Will itself into your spiritual energy. Whatever the case, your energy stands as one of the more potent examples even in this vast world. It will serve you well whatever level of cultivation you reach.

Allure Of A Princess [100]

There are many heaven-defying beauties in the world. But only those who stand above all others in looks could make one understand just what that means. Just about every part of you oozes a natural allure. You are gorgeous enough that a single smile would render most people stammering simpletons. Asking for a favour would be an easy matter, you'd be surprised what people are willing to give up for a beauty.

Spiritual Pulse [200-600]

Before the Sovereign stage, Spiritual Pulses are considered a heaven sent cultivation aid. A Heaven Spiritual Pulse is enough for someone to stand toe to toe with the greatest of talents. Yet after the Sovereign stage, the boost they provide begins to tail off. Only the likes of Divine Pulses will notably help with the later stages. But should a cultivator manage to reach the Heavenly Sovereign Stage, they will find that these pulses once again show their great potential. At the Heavenly Sovereign stage, these pulses can be refined as part of the Heavenly Sovereigns Celestial Body, making this body stronger and giving the cultivator an ability dependent on the number of pulses they have as well as the cultivation technique they cultivate.

For 200CP you will gain a five pulse Heaven Spirit Pulse, valuable even to an Ancient Clan. For 400CP you will gain a seven pulse Divine Spiritual Pulse, of which numbered only five in the Ancient Buddha Clan. Finally, for 600CP, you will gain the fabled nine pulse Divine Spiritual Pulse. The ability gained from these pulses at the Heavenly Sovereign realm would be comparable to one of the 36 Peerless Divine Abilities. If you happen to have purchased a Spiritual Pulse in part 1, you have a choice: you can keep this new spiritual pulse as a second pulse, or you can replace the existing pulse while making this option a flat 200CP cheaper. If you do keep the original one, note that two Heaven pulses is not the same as having ten pulses. A Seven Pulse Divine Pulse is likely to still have a greater effect on cultivation than two Five Pulse Heaven ones.

Returnee

Spiritual Array Grandmaster [100]

The path of spiritual arrays is long and hard, no less arduous than cultivation itself. But it is a path you have tread for many years now. Over the course of your journey you have managed to reach the level of a Spiritual Array Grandmaster, equal to those beginning stages of the Sovereign realm. Much like a flower coming into bloom, your talent for this avenue has flourished. You are already capable of instantaneously summoning and controlling hundreds of thousands of array seals. Soon you may reach the levels of an Array Scholar, equal to Earthly Sovereigns, and eventually Spiritual Array Ancestors, equal to Heavenly Sovereigns. At that point you wouldn't just be constructing formations, you would be constructing arrays akin to actual worlds. For now though, you have your talent and a few arrays to serve your purposes.

A Burden Shared [200]

Pain is something that will accompany you along the way of cultivation. It is inevitable for you to experience great pain. Even ignoring the many fights you are liable to experience as you battle for opportunities and resources, there are several stages of cultivation that require great pain just to pass through. But a burden shared is a burden reduced. You have the rather unique ability to 'distribute' pain. You could take the pain someone else is feeling into yourself, or give away the pain you are experiencing to others. This does not heal others or yourself of wounds, merely removes the agony that would come with them.

New From Antiquity [400]

Those heaven defying techniques used by experts at every stage of the totem pole did not spring out of the ether, possible as that may be in such a fantastical world. Some of the greatest experts from antiquity rose to prominence from the very techniques they gave birth to. Regardless of your talent with actual cultivation, it cannot be denied that you have a spark when it comes to the creation of new cultivation techniques. Perhaps with time and the right opportunities you will be able to forge a method that will allow you to stand side-by-side with those peak figures.

Path To The Peak [600]

You are a genuine cultivation genius. Not the genius who reaches the Sovereign stage young or the Earthly Sovereign stage at your prime. You are the genius who reaches the Heavenly Sovereign stage within a couple of decades. The level that people fight tooth and nail for millennia for is one you could reach before you turn fifty. It's almost like your cultivation speed barely slows down as you progress through the realms. Where others may need ten, fifty, one hundred times longer to reach the next stage after a breakthrough, you might only need double. This won't entirely make up for a sheer lack of resources, but even a nobody would be able to chase after those silver spooned cultivators from the ancient clans.

Lower Plane Cultivator

Strong Front [100]

As a wise man once said: Appear weak when you are strong. Appear strong when you are weak. Every second in combat involves multiple decisions formed using a hundred different details. Throw off those details and people will begin to make the wrong decisions. You are extremely good at feigning weakness, or not having your own show at all. Even if you were moments from passing out, your vigor would make you appear to all the world as if you were fresh as a daisy. Similarly, even if you could keep going strong, a second's concentration could have your face paling and blood dripping from your lips.

Synergistic Learning [200]

Barring exceptional circumstances, skills tend not to exist in a vacuum. There will naturally be some overlap between related professions. As you improve your mastery for a skill, you will find your competence in those related topics also increasing to a certain degree alongside it. While you may not miraculously gain new knowledge in their topics, your foundation will be more stable, allowing you to innovate or pick up knowledge with far more ease. Improving as a Battle Formation Master would see you making gains as a Spiritual Array Master and vice versa, despite the differences between them.

Adaptive Abilities [400]

Ordinarily cultivators from the Lower Realms will be wary of switching their cultivations over once they have ascended. Even though it is qualitatively and quantitatively better, who would be willing to risk losing their hard earned power and abilities in the process? Happily, this is not something to worry about as much as you might think. While the specific details may not translate one to one, you will find that you are able to translate over your abilities and techniques with little loss in effectiveness between different cultivation systems. In fact, you may even find some becoming more potent as they start to use a power greater than what they were originally intended for. What was originally the peak of one ability may not still be when translated to a stronger system.

Planar Inheritance [600]

Those who have broken through the confines of a world will often carry with them abilities not seen in the Great Thousand Worlds. These techniques or methods were sufficient to help them reach the top of a lower plane and beyond. Now one of these great heritages have been passed on to you, whether it be while cultivating in the lower plane or passing the test at the inheritance site of a fallen expert. This inheritance could take many forms, for there are many possibilities in this world. It could be a legacy of pill creation, or a method for weapon forging. It could even be the complete knowledge of spiritual arrays left by a spiritual array ancestor. You have shown a rare fit for this path, opening up a world of prospects for yourself. Once you have had a chance to fully absorb and perfect it, you will walk a path no lesser than that of the Flame Emperor's path of Alchemy, able to stand as equals with those ancient sects.

Commander

A Will To Lead [100]

The most basic thing a commander needs is the ability to command. A blade wielded by a baboon is not nearly as dangerous as one wielded by a swordsman. As a commander you have been guided in the basics of troop management and tactics. You know the words needed to motivate your troops, know how to wield them with surgical precision, know how to be a true leader to them. Outside of the likes of Battle Formation Masters, you would stand as one of the better commanders out there. Should you also be a Battle Formation Master, you will be that much more skilled at merging with their will and directing it by your own.

Battle Formation Master [200]

The Battle Formation Master is an incredibly rare offshoot branch of Spiritual Array masters. Where a Spiritual Array Master forms seals to resonate with the Spiritual Energy of the world, a Battle Formation Master gathers the Battle Will of a troop under their own to form a Battle Spirit. In this way, this formation master is able to gather the entire strength of an army under one will, unleashing their combined might to its maximum potential. Forming a Spirit of Battle Will can be considered as forming the soul of the troop. A Pinnacle Battle Formation Master with a strong enough troop is capable of contesting against Heavenly Sovereigns. Of course, there are two limitations to the Battle Formation Master; their own strength and strength of will, and the strength of their troop. You have begun your path down that route, and found a not-insignificant talent for it. With time and practise, reaching the pinnacle of Battle Will is well within your capabilities.

Raise An Army [400]

As has been mentioned, a Battle Master will only be as good as the troops that they are leading. A strong force needs a strong army to back it. As commander of these troops, it is your responsibility to nurture and train them. To forge them into an incomparable fighting force. While it may be slightly expensive to do, you are nonetheless entirely capable of efficiently raising the strength of the soldiers under your purview, with no uneven rises in strength that would throw off the balance of the troop. And as these troops are strengthened, so too are they trained to work cohesively as one unit.

Divine Beast Tattoo [600]

Your flesh and blood has been refined by the powerful will of a long fallen peak divine beast. Under your skin lies a strange tattoo of this beast, one filled with vigor and life. It is the remnant spirit of this divine beast. This tattoo seems to be alive, though fully under your control. The exact benefit it gives you depends on the beast that forms it. It may boost your speed, or your power. It could act as a defense or increase your offense. Along with the tattoo came the knowledge of a powerful sutra specific to it. By practising this sutra to the peak using vital energy, you can refine the tattoo until it can separate from your body and form its own; a living true divine beast to act as an extension of your will no weaker than most Heavenly Sovereigns. A Super Divine Beast clone body.

Clan Member

Vision Of The Past [100]

Some ancient ruins have a certain splendor to them. They were impressive enough during their heyday that an image of their glory was imprinted on the world itself, weaving itself into the local energy of the world. When you approach such a ruin, it will agitate this aura and trigger a vision, showing you an image of the ruins before it was abandoned, destroyed, or worn away. This image will only last for a few moments, but for that brief glimpse it would be like you are looking into a vision of the past.

Innate Ability [200]

There are a scant few cultivators with rare constitutions. They have some form of innate ability specific to themselves, not something that they learned but an ability they grew into. These are few and far between even within the vast Great Thousand Worlds. The abilities are rarely of an offensive capacity, and are instead considered a powerful supporting ability. It could be something simple like the ability to see through any kind of seal, or perhaps something more substantial such as the ability to temporarily strengthen the clansmen around you. Whatever it is, you have one that you can call your own.

Hope For Later [400]

After the first war against the Fiend Clans was over, countless experts on both sides of the war had fallen. Of those experts, many of the more notable ones were able to leave some form of inheritance where they passed, even those of the Fiend Clan. As a jumper, maybe you too wish to pass on some of your knowledge of abilities to the later generations. You are capable of using one of your techniques, abilities, or even bloodlines, to form the basis of an inheritance site. Should someone be able to pass the tests within and prove themselves worthy, they will be able to inherit this ability, albeit without your level of inherent mastery. Doing so will cost a not insignificant amount of energy, it is after all something most experts do just before passing on.

Primal Heritage [600]

Within each of the five Ancient Clans resides one of the Primal Sovereign Celestial Bodies. These are the Sovereign bodies that stand at the very peak of Sovereign bodies, unrivalled but amongst themselves. One gave the user seemingly boundless and endless energy, another provided the ultimate defense, and a third possessed an immortal power capable of influencing the flow of time. You are on track to form a Sovereign Celestial Body no lesser than one of these. Much like the Primordial Immortal Body, this Celestial body will start off lesser yet still strong, already comparable to the top 30 bodies. As you grow stronger, reach the Earthly Sovereign Stage, then the Heavenly Sovereign stage, this body will undergo qualitative evolutions to greater heights. If you can surpass even the Heavenly Sovereign Stage, the sovereign body may just keep evolving to a level possessed solely by Mu Chen after fusing the five primal bodies into one.

Human

Just In Time [100]

Realms and opportunities are things that are usually hard to come by. Even the most reliable ones only seem to open every few years, sometimes centuries. Yet for some reason, they all seem to be appearing just in time for you to enter them. Whether you can grab hold of these opportunities is another matter but at least you'll have a shot, which is more than can be said for most others.

A Mother's Love [100]

Pregnancy is a rather special time of development for babies. At this point they are yet still malleable in body and soul. They are not strictly separate entities from the mother yet, and this opens a little loophole for passing on abilities that would ordinarily not be possible. They could be considered 'acquired' innate abilities. During the pregnancy period of your children, you will be able to give them some of your own innate abilities or perks. But keep in mind that you will be giving them yours, not merely passing down a copy. Mu Chen's mother was willing to give up her Spiritual Pulses for her son. What would you be willing to give up for your children, jumper?

Remnant Will [200]

Within your very flesh and blood lies a trace of your will. Any who would seek to use your flesh for their own purposes would find themselves having to contend with the will inherent to your body if they wish to succeed. Time or distance away from your main body would do nothing to lessen the effect this has. Magic and mundane alike would find their efforts pushed back by the aura. Heaven help any who try to take your essence within themselves without your permission.

Meridian Tenacity [200]

The meridians of a cultivator is the medium by which they are capable of moving their energy around their bodies, and cultivating this same energy to grow stronger. Generally, due to their tiny size, they are rather delicate. However, your meridians have been refined by a mysterious energy born of heaven and earth, a rare opportunity most would covet. Because of this, your meridians are unnaturally tough. This allows them to withstand greater impacts of energy, as well as allows for the channeling of more potent types. Possibly the greatest benefit is that having tougher meridians means you can take in greater quantities of energy at once, speeding up how fast you can cultivate.

Demon Slayer [400]

While cultivation levels will tell you a lot about the strengths of a person, they are by no means absolute. You are one of the demon slayers of the Great Thousand Palace, or whatever the Fiend Clan equivalent is. Time after time you have entered into the wilds to hunt the enemies of your race. Time after time, where all others fell, you alone came back. Experience has forged you into someone strong, not just in cultivation but in purely combat ability. You have learned how to wield what you have to its maximum potential, leveraging it as the situation demands. Maybe one day your name will resound as much as Qin Tian, the Demon Slayer King who alone walked out of Fiend Clan territory with the corpse of a Sky Monarch, an expert standing at the peak of all fiends.

Overwhelming Corruption [400]

The fiend clan corrupt all that they touch. Their energy pollutes the once pure world, half of it having been lost to them already. The energy of the Spiritual Beings of the Great Thousand Worlds does not have an analogue for this, so instead they have to make do with purging it by force. While your energy may not have any inherent cleansing properties, you are capable of purging taint through sheer power. While inelegant, the brute force approach has its use. This does have the advantage of meaning you can cleanse truly vast swathes of area at once, if you just have the energy for it.

Intelligent Design [600]

The spiritual energy of Sovereign experts possesses a certain level of innate spirituality. That is why Sovereign Liquid, pure condensed spiritual energy, can take the form of small animals. Due to this spirituality present within your energy, channeling your energy into something during the creation process of it has a good chance of awakening some form of intelligence in it. It is in this way that artifacts would gain artifact spirits, or pills might try taking human form. Even your techniques themselves, when put to use, will display some hints of sentience. This extends up to and includes your Sovereign Celestial Body itself forming a type of clone body that could fight by your side.

Divine Beast/Primordial Flower

Divine Beast Physique [100]

One fact that is true no matter the stage of cultivation you are at is that the bodies of Divine Beasts are inherently stronger and filled with more vitality than that of human or similar races. At this stage of cultivation just about every species of beast will be a Divine Beast, and that means in pure bodily ability alone they are capable of fighting human cultivators an entire minor stage ahead of them. Yet such a gift of physique is not unique to them and there exists many ways for humans to gain a similar level of strength and vitality, often by gaining the physiques, though not bodies, of these beasts for themselves. As you may have gathered, you similarly have this level of physique. This means wounds will heal fast enough to be visible, your body will be capable of resisting more damage, and your fists will be filled with the strength to lift mountains. And that isn't an exaggeration.

Two-Faced [100]

Deception is a useful skill to have whoever you are. This is a world filled with injustices, and revealing your true allegiances has its time and place. Perhaps this is a talent you were born with, but you are scarily good at acting; pretending to be someone you are not and feel things you don't feel. Even high level cultivators would be hard pressed to see through your mask despite their honed observational skills. Maybe ensure your allies know that you are acting ahead of time, lest they think you really *are* swearing an undying feud against their sect.

True Pressure [200]

Powerful divine beasts are capable of releasing a pressure that comes not from their power but from their bloodline itself. The pressure emitted by the greatest of those beasts, the pressure of a True Dragon and the like, is one capable of suppressing all other beast bloodlines. Those faced with this pressure will have an instinctive reaction to bow down or flee. Their combat strength will be negatively affected as they fight through the effect. Only a scant few have this type of pressure, rare even in the peak clans from which they originate. The effect this has on humans is lesser, though still present. You have the pressure of one of these beasts. The exact flavour is up to you, whether it be the fierceness of a Dragon, the mountainous power of a Black Turtle, or the fiery rage of a Phoenix.

Body Tempering [200]

The Divine Beasts take pride in their strong bodies. But humans have long found ways to replicate this level of strength. The body tempering techniques used by some humans have the potential to rival or even surpass the power that of Divine Beasts. You have discovered a talent for this particular route of cultivation; the art of cultivating your body. This path is not to be underestimated. A cultivator with a powerful physique is often able to fight levels above their own cultivation. With the right techniques, and sufficient opportunities, your body could reach a point rivalling the strongest of divine beasts even as a human.

Optimal Evolution [400]

Even a beast with the most basic bloodline can evolve. But creatures of the same race do not necessarily evolve on the same path. The Nine Nether clan for instance can give birth to Nine Netherfire Birds, Nine Netherfrost Birds, and more, alongside the Nine Netherworld Bird. The same is true for any race, whether it be the great Phoenix or Dragon clans or the small snake or marten clans. Often you will find these evolutions have varying levels of strength, yet as you personally evolve, your evolutions will remain equal to those of the 'True' bloodlines. One day you may be like the Undying Bird, a branch of the Phoenix clan originating from a Lower Plane yet no lesser than a True Phoenix itself.

Hibernation Cultivation [400]

The daughter of the Flame Emperor is a powerhouse within her own right, as you might expect from the blood of such a pinnacle expert. One of the reasons she is able to advance so quickly, reaching Heavenly Sovereign after a period of only a few hundred years, is that she has a rather strange condition. She will fall into a deep slumber, akin to hibernation, which will last for years at a time. Once she wakes up, her cultivation will have taken a substantial leap forward. The sleep that saw her breaking through to the Heavenly Sovereign Realm from the Perfect Earthly Sovereign realm lasted a full year. This is a constitution you share with her. Triggering these hibernations on demand is no simple matter, but staving them off if inconvenient should prove no real problem.

Heaven-Devouring Bloodline [600]

The Heaven-Devouring Divine Beast was a creature unique in the Great Thousand Worlds, for it was a Supreme Divine Beast birthed from Heaven and Earth. It was fearsome to such a degree that even a Dragon or Phoenix would rather flee than face it. This beast was only seen once during ancient times, and never again. Until now. A trace of its bloodline can be seen in yours. Your physical prowess is, frankly, insane. Purely by itself, with no Spiritual Energy, you would be able to face off against people multiple small stages ahead in cultivation. With the use of Spiritual Energy, you'd have a fair chance at bridging the gap between large stages, such as the difference between Perfect Earthly Sovereign and initial Heavenly Sovereign. Alongside this comes a terrifying devouring force, said to be able to swallow the entire sky at its peak.

Fiend Clan

Tenacious Body And Soul [100]

One to one, the Fiend Clans are unquestionably of higher quality when it comes to both their body and soul than those of the Great Thousand Worlds. Their bodies possess an incredible vitality matching even the strongest of Divine Beasts, while their souls are supremely refined. So much so that more often than not, in the war against the Fiend Clans, cultivators would resort to sealing the Fiends until time could wear them away to dust, rather than doing the job themselves. Whether it be because you too are one of them, or because you simply have an incredible physique, you similarly have this level of sheer survivability.

Demonic Cultivation [100]

Rather than the cultivation of spiritual energy of the Great Thousand Worlds, you instead will be heading down the path of cultivation used by the Fiend Clans. For the most part this cultivation is divided into similar levels as the cultivation of Spiritual Energy, with the strengths of each level being about equal with the cultivation of its equivalent of the other system. The main difference is the lack of compatibility with Spiritual Energy, and the malevolent nature of it.

Corpse Aura [200]

One of the insidious methods of the fiend clan is the corpse aura. When they die, their body melts into this aura that pollutes the surrounding energy, making it unusable to others for potentially thousands of years. It takes the divine abilities of many powerful experts to dispel this aura. Though this only occurring after death would make this rather useless for you. Rather than that, you can sacrifice some of your own energy to pollute the surroundings, swiftly making it stagnant and all but unusable to those that don't use your particular brand of energy. Should someone take it into themselves, it will begin to corrode at their mind.

Spirit And Blood Clone [200]

An infrequently seen though still very useful ability is the technique for creating a form of spiritual clone. These are of little use in direct combat among peers, as they are usually notably weaker than the main body. Even the best made ones are at most half as strong as the original body. Unlike those clones made on the fly, exerting barely a fraction of your strength, you have refined part of your body into a clone of reasonable strength, displaying around 50% of your potential. Unlike normal pre-formed clones though, this will grow in strength as you do. No need to refine a new clone every time you have a breakthrough. Should it be destroyed, barring a brief sequela, it would be a simple enough affair to repair the damage and reproduce the clone.

Forbidden Birth [400]

You are the product of the unthinkable. A child of a person of the Great Thousand World and a demon of the Fiend Clans. With your mixed bloodlines, you possess something neither of your parents can have; the ability to use both the energy of the Fiend Clans and Spiritual Energy. Your very nature ensures that energies that ordinarily shouldn't be able to peacefully coexist next to each other can. Whether it be Demonic and Spiritual, holy and hell, positive and negative, these powers that should clash simply don't unless you will it.

Devilish Freedom [400]

The Heavenly Evil Deity was sealed nearly 49,000 years ago by the Immortal Emperor in the hopes of eventually killing him. The last hope for the Great Thousand Worlds. But the truth is far more horrifying. He voluntarily allowed himself to be sealed, for in this way he could break the suppression of the world and regain his full power. In fact many Fiends have been sealed over the years, but many of them manage to escape in the end. As a member of the Fiend Clan, you share in their insidious talent for escaping prisons or other such seals that might serve to limit your power. It may take time, but even the mightiest of seals can be worn away with time. Nothing can keep you chained or suppressed forever.

Worldly Will [600]

There is an incredible difference between changing yourself to suit the world, and changing the world to suit yourself. Yet the latter is a goal that the fiend clans are working towards, and have made no small amount of headway on. The land they reside and rule over has been terraformed to best fit their needs. This is an ability that you happen to share. In the land that you can truly say to have claimed, you are able to change the world itself. Not just the landscape, you are capable of rewriting the laws of the world itself. More specifically, you are capable of altering the energy present within the world. You could remove the natural spiritual energy of the world, introduce different forms of energy such as demonic qi, or even leave it barren of any at all. Furthermore, such worldly restrictions that might suppress certain races can be removed or even added should you so choose. Perhaps a way of thinking about it would be rewriting the natural will of the world that you lay claim.

Items: *You may choose to discount any two items of each price tier to half price. 100 CP items are free upon discounting. If the item fits, you can choose to import an existing item into an option instead.*

Divine Artifact [200-600]

By the time one reaches the Sovereign stage, cultivators have moved past the use of spiritual artifacts and have begun using Divine Artifacts. Like before, these can take many forms, from ships to weapons to bells to instruments. They possess a powerful durability and great attacking force. For 200CP you will receive a high quality Divine Artifact of your choice. It can take a form of your choice. If instead you desire a more powerful artifact, you can spend 400CP to receive a Saint Artifact, the step above Divine Artifacts. These are the artifacts used by Earthly Sovereign experts, since with a wave of the hand they are capable of creating mountains and rivers of crystallised spiritual energy no less strong than a Divine Artifact. Saint Artifacts will begin to exhibit a certain level of sapience. Finally, you can choose to spend 600CP in order to receive a Peerless Saint Artifact, like those used by Heavenly Sovereigns. Any one of these would cause experts rushing over to get it, for they possess a power equivalent to cultivators of the highest stage. Naturally an artifact will require the appropriate level of strength of the user before they can exhibit their true value, but even prior they will be a powerful force multiplier.

Optionally you can instead use this option as a basis to upgrade an existing artifact or item to a similar level, similar to what Mu Chen did with the Great Meru Demonic Pillar.

Divine Art [200-600]

Similar to the Divine Artifacts above, cultivators of the Sovereign stage and above have moved past the use of lower level techniques. Spiritual or Deity tier skills will do little against opponents of their level. Instead they have begun to use more powerful Divine Arts. These arts are split into three tiers again: Divine Arts, Divine Abilities, and Peerless Divine Abilities. For 200CP you will receive a scroll containing the training method of a strong Divine Art of your choice. This will last you through the entirety of the Sovereign stage should you master it. This level of power is sufficient to annihilate entire regions, as suited for a Sovereign. For 400CP you will receive a scroll for a Divine Ability, the techniques coveted by Earthly Sovereigns. At this point, learning these techniques becomes harder as these techniques usually have specific prerequisites for learning them, whether it be in physique or other matters. This particular technique has been tailored to allow you to learn it without any inherent difficulty.

For 600CP you will receive a scroll containing the instructions for one of the most powerful techniques in this world, a Peerless Divine Ability. These are the techniques used by Flame Emperor, the Martial Ancestor, and all those other peak experts. They include the likes of the Three Pures, which allowed the creation of two independent clone bodies equal in strength to the original, capable of fusing back with the user at will, and ensuring the user will not truly die unless all three are killed. Cultivating techniques of this level is no easy feat, but should you manage, it will be well worth it.

Treasure Hunter [100]

In this vast world, finding treasures and ruins is far harder than you might expect, given the number of them scattered about. So naturally cultivators created an answer to this. It takes the form of a spiritual ring which sends out pulses of spiritual energy. These pulses lock on to the ancient fluctuations let out by ruins. Ruins with more powerful treasures will emit stronger fluctuations, which will register on the spiritual ring as a bright red blip. The range of the ring extends for many thousands of miles

Summoning Tablet [100]

You will be receiving a dozen small palm sized stone tablets. These each contain a trace of your power. When the tablet is broken, it will release the energy and instantaneously alert you of this fact, as well as the location where the tablet was broken. This information will cross any distance and even between planes, letting you know no matter where or when it is done. Generally these are used by experts in order to let them know if someone they care about is in trouble or needs help. The presence of a tablet of a strong enough expert is a powerful deterrent for enemies all by itself.

Spiritual Boat [100]

If you are going to travel, and don't care about getting there instantly, why not travel in style? This is a moderately large boat made of a hardy wood harvested from a divine tree. Various seals carved on to its interior allow this boat to float through the air as if it were a river. Naturally it can reach rather impressive speeds, crossing millions of miles in mere minutes. Those same runes also afford it a good amount of defense, akin to that of a Divine Artifact. Purely as a side benefit, one of the arrays for the boat also allows it to emit a misty white glow around the hull, making it appear like it is sailing on a river of light.

Cultivation City [100]

Any sect or organisation with a modicum of power is going to be in charge of some form of city. A single Sovereign stage cultivator is sufficient to rule over one. The bigger organisations led by Earthly Sovereigns are liable to own hundreds of cities. They are the sources of the sovereign liquid that organisation makes use of, the fuel of their fire. You naturally have come into ownership of one of these cities too. A random as-of-yet unnamed and unknown city. This place will be under your direct command, with cultivators reaching at most the Heavenly Completion stage. In size this city is only a few dozen miles across. Not too small but not massive. It will produce a steady supply of a thousand drops of Sovereign Liquid each month.

Jumper Abode [100]

A good place to cultivate would never go amiss. This is a large mountain-top structure, with a thin seal around it to keep out noise and other disturbances. Within are various convergence arrays to amplify the spiritual level inside. The actual building is rather akin to a peaceful home, with a backyard, high walls, and multi-story house. All things told, this place makes a rather pleasant place to live.

Cultivation Pills [100]

The long journey of cultivation will always be made easier if one has resources, and there are few more reliable resources for cultivation than that of pills. Any singular pill can have all sorts of mystical and fantastic effects. While Sovereign Liquid is the basic resource for cultivation after the Sovereign stage, it requires truly vast amounts to accomplish much. Sometimes a few small pills is better than a thousand drops of Sovereign Liquid. You have received a ring filled with a few hundred different basic pills to help with your cultivation, sourced right from the Endless Fire Territory. Well, basic for the Sovereign stage. Many would be heaven defying treasures to those of lower realms.

Dragon Ascension Gate [200]

While it is a nice ideal, sects will not just accept any Tom, Dick and Harry into them. They naturally will try to accept only those with good potential. Some have grueling tests, others tournaments, and some simple questions. This particular gate was used by the Ancient Haven Palace to evaluate prospective disciples. It put the cultivator through a series of combat tests to measure their potential, and then assigned a plaque to them dependent on their results. You have received a version of this gate for yourself. The test inside can be customised to your wishes, as can the passing mark.

Auction House [200]

The auction house is a wonderful place for the hopeful cultivator. Finding rare spiritual herbs, let alone the specific ones you need, is a matter of fortune. An auction house is the perfect gathering place for those unneeded fortunate encounters. You have gained a token that summons up a strange veiled entrance. Opening only once a month, walking through this gateway will transport you to a strange auction house where an auction is being held for the trading of various rare cultivation goods. These goods can be bid for in exchange for Sovereign Liquid, or items of equivalent value. Be warned, the truly valuable stuff can reach astronomical prices; tens of millions of drops of Sovereign Liquid. Alternatively, you can auction your own items or herbs to receive the equivalent amount of Sovereign Liquid.

Rebirth Divine Pellet [200]

This is a type of divine treasure pill refined exclusively by members of the beast clans using their blood essence, and used specifically for beasts. It has a simple but profound effect, it will greatly refine the bloodline of a beast of a similar species. With enough luck, a carp could leap over the dragon gate and a crow could be reborn into a phoenix. Understandably, this kind of pill is not very useful to non-beastial races. You will receive three of these pills, of a species of your choice.

Greatlaw Goldpond [200]

The Greatlaw Goldpond is an extremely attractive prospect to any lower level Sovereign. It was something that anyone within an organisation would clamour over to get a shot at entering. Unfortunately it is a finite resource, meaning only four people could enter each time it was opened. This deep golden pool has the unique effect of perfecting one's Sovereign Body. This by itself is already attractive, but this is also paired with the fact that it can give a cultivator the Endless Golden Lustre, which greatly increases the defensive capability of their Sovereign body. The deeper down in the pool you go, the greater the benefits you will receive, but conversely the greater the pressure you will face. Once used, it will take several years before it can open again.

Elemental Pond [200]

The Blaze Pond of the Greatlaw area is one of the greatest cultivation spots used by the force there. Despite its name, this is not a pool of water but of hot magma. A spiritual energy fire source deep in the earth mixes vast amounts of energy into the magma, making it a great place to cultivate. Furthermore, this energy has gained the effect of refining the meridians, speeding up cultivation several fold. Finally, this energy will give birth to a form of semi-sentient elemental creature. When slain, these creatures will leave behind a fire marrow that acts like a great tonic. The older the creature, the more powerful this tonic. You have gained a pond similar to this one. If you wish, you can have the source to be of a different element, though the effect will remain mostly unchanged.

Divine Beast Haven [200]

What is trash to some is a treasure for others. Take this Divine Beast Haven for example. This is the location where two as-of-yet unspecified supreme divine beasts fell. This event has led to the formation of odd pools containing incredibly pure beast essence. Should a human absorb these pools, they will be able to gain a physique similar to that of one of the divine beasts that fell. A phoenix physique would exhibit great speed, a dragon physique would show strength, a tortoise would have a sturdy defense, and so on. However, as mentioned, this area is of little use to Divine Beasts, the effect barely being noteworthy for those who already possess the body of a beast. Hidden deep in this mountainous region is a strange fruit growing from the skulls of the two beasts. Consuming this fruit will allow you to gain the most perfect complete physique, potentially even a blend of both of them if you are lucky. Every ten years this Haven will open, allowing people to compete for the pools hidden within.

Fiendish Seal [200]

The best way cultivators could kill the Fiend clans was using seals to wear them away over the ages. As such, there are many places whereupon a seal resides that once trapped or still traps a powerful Fiend. But not everyone has a powerful seal, nor are they eager to sacrifice their life to create one. You have received the array seed for a strong seal like those used by the experts of eons past. Once activated it can trap those caught within. They will be trapped in a deep dark abyss and worn away by spiritual light swords. Escaping without outside interference is all but impossible.

Immortal Body Inheritance [400]

You may have, in the prior part, picked up the black paper fragment that contained the Great Solar Undying Body. This sovereign body ranks in the top 30 of Sovereign bodies. However, it also has several steps to evolve further, eventually becoming the Primordial Immortal Body which ranks in the top five bodies in the entire world. This is the second part of this paper, the method by which you can evolve the Great Solar body to the Immortal Golden Body, ranked in the top 15. This is a Sovereign Body to match those used by some of the strongest Heavenly Sovereigns in the world. Normally this would require absorbing another Great Solar Undying Body, but that essence has been supplied with the inheritance. Should you not have the Great Solar Undying Body, this can merely be used to strengthen your existing Sovereign body a large amount, bringing it to the top 20.

Fragment Of Beast Origin [400]

In the war against the Fiends, the supercontinent which was home to the vast majority of Divine Beast Clans was destroyed. The land was shattered and then out of pure spite it was cast out into a void in Space-Time where Spiritual Energy is devoured. Cast into this abyss, with the blood of uncountable billions of beasts watering the ground, this land gave birth to a peculiar form of energy that mixed in with the Spiritual Energy of Heaven and Earth. When this energy is taken into the body, it works to refine the body of the cultivator. In this way, just by cultivating normally one can strengthen both their body and their energy equally. You have managed to come into possession of a fragment of this once great continent in the form of a small realm. If you were to explore, you may find small bits of Spiritual Blood Paste, remnants of beasts long passed. Ingesting this has a great effect on strengthening the physique, akin to taking a supreme pill.

Heavenly Lake [400]

The Ancient Haven Palace was once the overlord of the Greatlaw Continent. Aside from their great power, one of the things that attracted people to this group was the prospect of entering into the Heavenly Lake. This massive azure ocean sparkles with lights as if stars are trapped below the waters. Entering this ocean is the same as courting death though. Instead, one needs to cultivate above it, the great energy speeding up cultivation significantly. If that is not enough for the cultivator, they can attempt to capture the Spirits of the lake. By capturing the spirits, one can receive the baptism of the lake. This is a true baptism of your cultivation, boundless power refining your body and spiritual energy. Even your Sovereign Celestial Body is strengthened to a large degree. You can capture up to 100 spirits, with the number you capture dictating the strength of the baptism. The most perfect baptism might even give one a shot at stepping into the Earthly Sovereign stage. This lake will only open every few years.

Mandala Flower [400]

For all the powers that the Primordial Mandala Flower possesses, it is little surprise that it then makes a good material for forging. You have received the body of a dead Mandala flower for yourself. This has multiple possible uses, and is nearly as valuable as the corpse of a supreme Divine Beast. The runes on the flower can be extracted to create strong sealing artifacts and the body can be forged into a sturdy artifact with an innate ability of dispelling attacks. Ironically, this is perhaps most useful to a living Primordial Mandala Flower as they can directly fuse with it much like a bud returning to the main plant, experiencing a massive quantitative leap in strength.

Divinity Sea [400]

The fiend monarchs who attacked the beast clans were ultimately defeated all those years ago, but before they fell they constructed a terrible array that extracted the blood essence of all the fallen beast clans in the hopes of reviving themselves. This array has led to the formation of a scarlet ocean of Divine Beast blood essence deep underground, stretching further than the eye can see and containing a fathomless power. Not even a Heavenly Sovereign could be careless with this ocean. Such is the power that even the flow of time has been affected, passing four times slower while inside. You have received one of the only passages that could take you to this hallowed place. The blood essence of a divine beast is a powerful tonic for any who consume it, capable of refining both body and cultivation. You have access to a whole sea of it. While cultivating here will provide massive benefits, one cannot spend too much time at once lest their spiritual energy become contaminated by the blood energy, becoming impure.

Butterfly Fairy Promotion Pill [600]

During the era before the Fiend invasion, there was an alchemist who shone no less brightly than the Flame Emperor. The pills she created were sought after the world over. Sadly she passed away in the war, however her legacy remains. You have come into possession of perhaps her proudest creation; the Promotion Pill. After consuming this, one will be able to instantly raise one of their skills or spiritual arts to the next level of completion. This could even work for Peerless Divine Abilities. What might have taken decades of training, attained in a second. You have received five of these rare and valuable pills, to match the five left in her original inheritance. Use them wisely.

Pool Of Deitification [600]

One of the treasures sought after by all of the bird clans of the beast races is the pool of deitification. It is a massive pool of blood containing the blood essence of many experts who decided at the end of their life to give the last of their blood essence to strengthen later generations. Those entering this pool will be able to use the essence within to refine their own bloodline to a higher degree, potentially even undergoing an evolution to a supreme divine beast. Normally one would require the sacrifice of a Heavenly Sovereign just to receive a quota, as the blood essence within is a finite resource. You will instead receive 3 quota's each jump. Naturally if you have some other way of refilling the blood essence of the pool you can use this to increase your quota count.

Puppet Army [600]

A Battle Formation Master requires an army, but whoever said that army still had to be alive? You have come into possession of your very own army of cultivators, nearly one hundred thousand strong. Each individual member of this army is at the level of a 1st or 2nd Grade Sovereign, with their commander being just shy of the Earthly Sovereign Stage. But as you may have gathered, this army is not of the living. They died millennia ago. However, in their death they utilised a special technique that preserved their body and will in the form of zombie puppets. In this way they can continue the fight against the Fiend clans even in death. When not in combat, this army takes the form of a grey band. This is an army that requires a Battle Formation Master to command, and as such you will only be able to command a portion of the troops proportional to your skill as a Battle Formation Master. At first you may not be able to command more than a few dozen to a few hundred. When you reach the higher realms this will reach the tens of thousands, until eventually you are commanding an army that all together can contend with a Heavenly Sovereign.

Blessing Of The Continent [600]

Powerful continents within the Great Thousand Worlds will contain a unique type of energy. Those who absorb this energy can be said to be seeds of the continent, people who have a prospect of reaching the Heavenly Sovereign realm. Those that receive this blessing will have their body and power refined, and more importantly have their foundations solidified to a terrifying degree. This on top of the sheer amount of energy pouring into your body which is more than sufficient to allow five Lesser Earthly Sovereigns to reach the Greater Earthly Sovereign realm by itself.

Those who receive this great reward have a far greater chance of reaching the Heavenly Sovereign realm. While 90% that receive it don't ever reach this level, one should realise just how significant it is that an entire 10% do. This power does have some caveats though: only a Heavenly Sovereign can properly control this power to allow people to receive it. As such, until you reach this level of power only one person will be able to enjoy this blessing each time it occurs. Which comes to the second point: it usually takes centuries for this power to replenish itself. This one will instead occur once per jump, or once every hundred years, whichever passes first. This location takes the form of a mysterious starry sky emitting an ancient aura. Where exactly it is located is up to you.

Lower Plane [600]

The Great Thousand Worlds is connected to innumerable Lower Planes, worlds of a lower level of energy and size. Yet in only a rare few of these planes exists a Planetary Fetus, a spirit of the plane itself formed from the Primal Chaos Energy. Once one reaches the Perfect Earthly Sovereign Realm, they can bond with this entity to gain control over the plane in its entirety, able to borrow its energy as needed. Often the first action taken is to use this energy to break through to the Heavenly Sovereign stage. It is due to this benefit that becoming a Planar Lord is a great temptation for any cultivator. Though using too much of the Plane's energy at once will cause it to collapse, killing all life within.

The entrance to the Lower Plane takes the form of a spatial node that can freely be moved around. Generally one can only enter this node if they have some form of connection or identification with the Plane on the other side. This node is akin to a speck of dust, and would be hard to find after months of searching even when you know where it is. You have your very own Lower Plane now, complete with inhabitants and civilisation. Lower Planes do not always follow the same cultivation system as The Great Thousand Worlds, and so this plane can have its own unique system, topping out at the level of Perfect Earthly Sovereign. Even if you are not yet strong enough to bond with the spirit of the plane, it will not bond with others before you reach that point. Notably the energy of the plane is not static, and once bonded there are methods to increase the level of ambient energy within.

Companions:

Import [50]

It's always good to have people you can rely on in such a cutthroat world. For 50 CP each, you can import up to eight of your companions into this jump, with them gaining 800CP to spend on options of their choice.

Canon [100]

Well this is a rare opportunity for you isn't it Jumper? For the second time, you are given the chance to bring along one of the existing people of this world as a companion. Maybe this is someone you met in part 1, maybe it is someone entirely new. If you can convince them, they will join you on your romp across the multiverse.

Bloodline Bonded [100] - Free for Returnee

While bloodline bonds with humans are near unheard of, bloodline bonds between other beasts is not uncommon. After all, bonding with a human provides little in the way of benefits for the beast half, while a bond between two powerful beasts allows them to gain a bit of power from each other. You have bloodline bonded with a strong divine beast at some point, a young genius of one of the Beast Clans, gaining a fragment of their species innate abilities while some of your own was given to them. However, by doing so you have become joined to each other with a bond more binding than any marriage. While at this level of cultivation it will not cause death, should one half of the bond die the other will receive a powerful blowback. As for what beast you've bonded to? That's up to you to decide. It could even be an existing companion if you so choose.

Twin Beast [100] - Free for Lower Plane Cultivator

Not all soul mates are the same species. While usually such a term has rather romantic connotations, that isn't necessarily always the case. This is a beast of some kind. It happened to be born at the exact same time as you, possibly even of the same mother. As such it has formed an incredibly powerful bond with you, much like with Xiao Xiao and her snake. This beast is in no way inferior to the powerful beast clans of the Great Thousand Worlds, and is fiercely loyal to you. Like many beasts, it has the ability to shrink down to a smaller cute form but that does little to detract from the great power it can bring to bear if it ever needs to fight. Generally it will stay with you at all times, hiding within your clothes or sitting on your shoulders unless otherwise needed.

Ruler Of Troops [100] - Free for Commander

While Battle Formation Masters are a rare breed, they are not gone altogether. Many of the bigger forces have one or two prospective masters of Battle Will. You have had the rare opportunity to meet one such genius, one with no current ties to any group. They were betrayed by the last group they were with simply for a few benefits, so now they search for someone whom they can safely place their trust in. They are something of a workaholic, so once settled in, they will quickly get to work making sure the troops they lead are in ship shape and well disciplined. For relaxation they enjoy a small spot of painting.

Holy Maiden [100] - Free for Clan Member

Not long after you start your time here, you will come across an attractive young holy maiden of the Lightning Spirit clan going about her travels. During the subsequent time travelling together as she completed a mission for her clan, you will start hitting it off quite well. As the heir to the Lightning Spirit Clan, she is incredibly proficient with lightning based techniques, which she put to good use with both sword and spear in equal measure. This young lady is rather mature in manner, and pursues the ideal of eternal immortality. To this end she will often spend extended periods meditating in silence to further her cultivation. When not doing this she likes to spend much of her time reading, her enjoyment for this matched only by her love of sweets.

Demonic Duo [100] - Free for Fiend Clan

Are you willing to make a deal with the devil? While Spiritual and Fiend beings are mortal enemies, there can always be exceptions. Some time into this jump, you will cross paths with a rather fiery fiendish woman. And I'm not just talking about her long red hair that looks like a blazing flame in a certain light. While she looks like a normal fiend on the surface, she hails from the Devouring clan and practises the same technique as the Sky Devouring Monarch. Rather than a single being, she is actually a fusion of two different fiends; sisters. As need be, they are able to separate into different entities again, though usually remain fused for greater strength. Living up to her clan as one who devours she possesses an incredible level of greed, and she has decided to make you one of her possessions. Once she gets her hands on you, she isn't likely to let go easily. If it reaches that point, she may even teach you the merger technique of her clan.

Drawbacks:

Continuity? Or Not! [+000]

You have a choice here jumper. This is the part 2 of The Great Ruler. However the question is: is it the part 2 of your previous adventure or is it an entirely fresh start. You can choose as to whether you are leaving off straight from your previous time here or if this world is one that followed canon until this moment in time. That means Mu Chen winning the tournament and setting off towards the Greatlaw continent. Choices, choices.

Epilogue Wrap Up [+000]

Thirty years is a long time, but maybe it isn't quite long enough for your tastes. The lifespan and adventures of cultivators are vast afterall. You will be staying even longer in this world. Originally you would be leaving not long after when the Fiend Deity would ordinarily be defeated. Now though you will be leaving three decades after, at the end of the epilogue, at which point Xiao Yan and Lin Dong have both similarly ascended to reach the Great Ruler stage to stand alongside Mu Chen.

Trapped Child [+100]

The forms of cultivators are more malleable at the later stages. There are multiple ways someone might change their looks. By some twist of fate, you have been trapped in the form of a young child, much like Mandala. This will certainly go some lengths to reducing the prestige and respect people might ordinarily give you. More than a few are likely to assume this is something you have willingly done and look at you the odder for it.

Contesting [+100]

You never manage to come across any kind of treasure by itself. Even outside of the ancient guards that might otherwise be standing over whatever gem you happen to have uncovered, you will find that another cultivator will have always found whatever you have found at just about the same time. While there is no guarantee they will be your match, it nonetheless can get quite annoying to deal with.

Down The Nose [+100]

Many cultivators would do well to learn from the phrase "don't judge a book by its cover". You will find that for some reason any group you join or even just meet will look down on you at first. Whether it be from personal pride, bad rumours, or simple appearances, people tend to judge you poorly before they get a chance to know you. You will have to use your actions to prove them wrong.

Missed Fortune [+200]

People are always going on about luck this, luck that. And with good reason; many of the experts of this world would not have gotten so far if not for a helping of luck. Unfortunately for you, you appear to have bottomed out your supply of luck for the duration of your stay here. Lucky breaks just don't seem to happen for you. While you may not be actively misfortunate, a lack of fortune is a misfortune of its own. Basically, try not to leave things to luck Jumper.

Cursed Son/Daughter [+200]

One of the ancient clans has marked you out as a cursed child, a product of a forbidden birth. Your mere existence is an insult of the highest order against them, and so they have decided that you need to be dealt with. They will not dedicate a significant portion of time or power to stomping you out, for you are not that important to them, but every so often they will send out some cultivators to try to deal with you. Particularly when you do something that makes your name stand out. Of course even their weaker members are Sovereigns and Earthly Sovereigns, let alone the more powerful cultivators they will begin to send in time.

Budded [+200]

You have been weakened. As a result of some trap you have been left stuck in a weakened clone body, only able to exhibit a fraction of the power you once had at your fingertips. Even any out of jump abilities have been reduced to the level of a mere Sovereign at best. Your true main body has been left sealed in an ancient ruin that you can only faintly remember, behind numerous seals and other dangers. Only by finding and fusing back with this body can you once more regain your power.

Personal Enemy [+300]

You really have a way of making enemies, don't you jumper? In the space of mere months, you've managed to make two powerful enemies somehow who have set you as their personal target. One is a Heavenly Sovereign of the Great Thousand Worlds, the other a Fiend Monarch of the Fiend Clans. Both united in cause, even if not in allegiance. The world is vast, so it is still possible for you to hide, but you'll have to deal with them at some point if you want to move freely again. Maybe you could try setting them on each other? If they don't see through the attempt.

Fiend War [+300]

The Fiend War ended nearly 49,000 years ago, leaving the Fiends occupying around half of the Great Thousand Worlds. After that, while battles have been waged backwards and forwards, there has been nothing on the level of the great war, where entire powerful clans and sects vanished overnight. With the advent of their plan to free the Fiend Deity on the horizon, the Fiends have decided to kick the war back into gear. Minor skirmishes have escalated to a full war footing, with them causing as much havoc as possible. Much blood will be spilled, no-one on either side of the war is truly safe.

A Time To Shine [+300]

Mu Chen was originally destined to kill the Fiend Deity after ascending to become the Great Ruler of the Great Thousand Worlds. Unfortunately your presence here has thrown that destiny off track. Mu Chen is no longer in the running to reach this level, and so it falls to you to stop the Fiend Deity, for he will escape, and he will attempt to conquer the Great Thousand Worlds once he does in two short decades. This is a being whose mere leaking aura is sufficient to dust a Heavenly Sovereign. If you happen to be on the side of the Fiends, then instead you will be facing the combined might of the Flame Emperor and the Martial Ancestor who have both reached the level of Ruler, together a close match for the Fiend Deity.

The End - *Your time here in this jump has come to a close. It is now time for you to decide what you wish to do.*

Move On - You have decided to keep going forward. Your time in this universe is over, there is no part 3. Time to jump to the next link in the chain.

Stay Here - You have built something nice, gained all that you wanted. You have decided to stay in this world from here on out.

Go Home - Your journey has exhausted you. Or perhaps you have achieved what you set out to achieve. You have elected to return to your home world.

Notes:

Sovereign Celestial Bodies - To clarify about what exactly a Sovereign Celestial Body is: This is a type of technique one becomes able to do once they reach the Sovereign Stage. They can be formed in one of two ways: The user can condense one using their own spiritual energy, which can take all kinds of forms and strengths, or they can use a Sovereign Body technique to cultivate a specific one. There are uncountable hundreds of different Sovereign Celestial Bodies of different strengths. Sitting at the top though are a list of the 99 known strongest. This is not a definitive list and there exists many bodies that would rank within these 99 yet are not listed for whatever reason. The Sovereign Celestial Body generally takes the form of a gigantic figure standing tens of thousands of meters in size. They usually will possess some form of ability. The particularly strong ones will have inherent abilities akin to powerful Divine Arts.

Primal Sovereign Bodies - There are only five of these bodies, of which only three are given any explanation of, listed in the perk. These effects being "Unparalleled defense", "endless energy", and "immortal aura, capable of affecting time". The last two are simply known as the Ancient Body, and the Desolate Ancestor Body, so their effects can only be guessed. Whatever the case, the body you form can be something along these lines or a similarly powerful effect. Maybe a supreme elemental body, speed reaching the level of pure space manipulation, a titanic body that towers over worlds, and so on.

Changelog:

V1.0.2 - Spiritual Pulse can now optionally be kept separate from the one bought in part 1. Fiend companion added.

Jump by Lone Valkyrie. Hope you enjoy!