

World of Cultivation

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An unknown disciple from a small sect battling against the strongest in the cultivation world! The long journey working at cultivation, the realization of destiny and the chance to reach the apex of the world.

Two years ago, zombie-faced man Zuo Mo was picked up by the head of the Wu Kong Sword Sect back to the sect. The amnesiac youth lived a busy and satisfying life, wishing to earn more crystals, and putting in effort into growing the spiritual wheat. At last, he finally achieved his aim of becoming a spiritual plant farmer. A once overlooked outer sect disciple, he suddenly became a hotshot inner sect disciple. A sudden occurrence gave Zuo Mo the chance to find out a powerful person had changed his appearance and wiped his mind. Add that to the hopeless nightmare he would always have each night, he wanted to know the truth of what happened in the past. So he decided to keep cultivating and at the same time, find his enemies.

But enemies are all too easy to find here, the powerful rule the weak, the poor are controlled by the rich, and the sects struggle for domination and resources. It is a cruel world, a world where birds die for food as often as men die for money. The future looms and glories of the past eclipse the greatest of today.

War looms, The YaoMo (Beings born of spirits and nature) tribes locked in the bloody sky metropolis jie have started to move and push back against the xiu slowly gaining the more territory for themselves and warping the natural energy for themselves to cultivate while making it impossible for normal xiu (humans) to cultivate or gather power there. YaoMo and Xiu clash in battle as entire jies (the kingdoms in this land rules by powerful sects) are set to flame and sword, entire sects used as bait to draw them out or guard strategic locations with no hope of backup or support from the four great sects.

This is a time of struggle and of war jumper, do you have what it takes to survive and thrive in this World of Cultivation? Now is your chance to carve your own path and to this end you are granted 1000 cultivation points Use them wisely.

Location,

Please roll 1d9 to determine your starting location.

1. Sun Wukong Mountain Jie- Ruled by the Wu Kong Swird Sect this small jie has many ling farms and a sufficient market nearby. One could make a relatively safe living simply by being a ling farmer here, at least for a while.
2. Desolate wood reef- Far out stuck on a strategic travel lane over the ocean towards one of the few retreats out of the Sun Wukong Mountain jie lies the Island of Desolate Wood Reef. This island is one part trade village, one part poorly equipt outpost, and one part exile for members of the Sun Wukong Sword sect who embarrass them but still somehow achieve positive fame. For the time being it is safe, this will soon change however.
3. Little Mountain Jie- A calm jie rule by Clear Sky sect and by extension the ruling Jindan expert Old Clear Sky Father. When you get here it is peaceful, however soon news will spread of the yaomo breaking free of their prison and this jie will become little more than a prison ruled by clear sky sect where people live and die by their whims.
4. Little River Jie- The location of Bright Water City and home of many sects, many from little mountain jie will eventually flee here. Beware going into debt here as those fallen on hard times may end up as slaves for the Hundred Flower Alliance only to end up in a state of living death as food for their rare and varied plants.
5. Bloody Sky Metropolis Jie- Both home and Prison of the YaoMo as well as the front lines in the war against them, ling energy is basically nonexistent here making it difficult or even impossible for xiu to stay for any extended time. Luckily you landed near to one of the few entrances to this accursed place and can leave if you choose, be forewarned however even the most lax of yaomo will attack a lone xiu without any backup. Those who choose to become Yao or Mo may start here for free if they so choose.
6. Cloud Sea Jie- Ruled by 3 great clans this location is best described as large floating islands amongst a sea of clouds, nobody knows how deep the cloud sea goes goes nor do they know what lives below the cloudline. Massive beasts have occasionally been sighted there however and rumors abound that an ancient temple called the Sun She temple, filled with treasures of the far past may exist somewhere in the area.
7. Constant Scarlet Jie- This place is basically hell, clouds of black smoke hang everywhere, deadly beasts made of anger and wrath stalk the fog, barely anything grows and ling power is so scarce you won't be progressing much in cultivation while here unless you possess some mo skills or a way to refine ling from the evil spirits in the fog. On the plus side this place is the location of the battle of sealed extinction over 25 thousand years ago and for those willing to risk it also the location of many lost treasures. Zuo Mo and company will reach here before the second year is up however and if you wish to leave there is a possibility that you can always walk out. Good luck.
8. Great Peace City- An imposing and vast city floating on top of an endless black sea. The city seems to be floating on the surface of the sea and stretched out as a thick yellow line across the horizon. This place is a sort of holy city to the Mo, within can be found a great garden of Mo Steles, stones which when studied can provide great insights into cultivation, though if you are not a yao or mo you had better keep your head down when here.
9. Free Choice, choose from any above.

Background Page, Please roll 2d8+5 to determine your age, your gender is whatever you come in as. Or you may choose both by paying 50 cp.

Drop in- No memories, No past, No strings to tie you down. Good luck Jumper! (Ling Farmer Path)

Seal Cultivating Xiu- seals and formations make up everything in the world of cultivation, the ability to control and create these seals is the domain of the seal xiu, these people study spells and formations to create powerful talismans that can be used by others. Though it is difficult to cultivate this path those who do can often create wonders. Cultivating in this path is a slow arduous endeavor but one that can be very rewarding.

Sword Cultivating Xiu- Often considered the only truly correct path sword cultivation grants the user power much more quickly than other types of cultivation because the user focuses on their sword technique and its uses above all else. Improving the sword as a tool allows these xiu to have massive explosive power.

Body Cultivating Xiu- A path of cultivation that is often overlooked and is considered one of the more difficult types to cultivate in. Body cultivators improve their bodies muscles slowly becoming stronger and more durable, Over time this lends them massive strength as well as strange abilities linked to their cultivation such as the ability to create energy blasts from their fists or create powerful chants with energy stored within their body that can alter the world around them.

Battle General- A branch of cultivation that does not improve the body so much as the mind, Battle Generals are masters of tactics and group warfare. Able to see the entire battlefield and move those on it like pieces on a chessboard these massively intelligent leaders are highly valued by any sect that can afford them.

Yao- The spirits of Nature and beings descended from plants the Yao are strong in cultivating their minds and their skills at magic, they are often seen as the more refined side of the YaoMo. The Yao often cultivate their minds above other skills but their are also known to create varied and powerful magics using their yao arts.

Mo- The spirits of Beasts and beings descended from animals the Mo are strong in cultivating their bodies and are often seen as the more brutal and a harder side of the YaoMo. The Mo often cultivate their bodies, growing strong quickly as their society values strength, mo armies often empower a champion to lead them, empowering him with the strength of all who follow him.

Races

Everyone gets a race free, though if you choose a race that does not match your background you may have a harder time than others you will not be put in an auto lose condition. It will merely be more difficult than for those who are born to their races arts.

Xiu- free The race of men. Xiu are the men and women who fought against the yaomo thousands of years ago, imprisoning them behind the boundaries of the Bloody Sky Metropolis Jie. This race is many and often hunt the YaoMo for parts that they may forge into powerful equipment such as flying swords.

Yao- 50 (Free yao background) The race of yao is actually many races if spirit creatures. Blessed with natural abilities far surpassing normal xiu the Yao are a type of being borne of plants. Once long ago the yao were simply plants who grew strong enough to become their own beings which then produced the many types of yao we know today. By taking this race you become one of these yao and may choose to be Either a wisteria yao, of the once great wisteria tribe famed for their wisteria bow arts or a Bluebell tribe, famed for their attacks utilizing the great flowers they spawned from to attack and defend. Or you could you may import a mundane plant you have come across or own to be your yao races progenitor plant. You will gain an anthropomorphized humanoid body that incorporates the particular strengths and weaknesses of your plant while having a mostly humanoid form. Sapient or magical plants are not valid to import and your body will normally be an average sized for a human being.

For an added 50 cp you may use any plant purchased here in this jump as your plant progenitor.

Or for an added 100 cp you can import a Plant from your past with slightly more than average abilities and properties, magical plants, plants made of supernatural materials, even plants that normally are extremely rare and valuable are all options. Though sapient plants are still not available for import.

Mo- 50 (Free Mo Background) The Race of the Mo are comprised of many types of spirit (thou some would say demonic) Beings born with physical prowess well beyond the common xiu and often excelling in the art of body cultivation (which they call mo physiques) these powerful beings originally sprang from animals and creatures that grew strong and wise enough to become their own race, there are many forms of mo although they all originally come from types of beasts. By taking this race you can become either a Mantis mo, quick with a mantis sword and mind or a Copper Rhino mo, the copper rhinos are a strong race of mo with skin like beaten copper that can often deflect weak blows. You could also import a mundane creature from your past (though nothing sapient) to be your races progenitor. Doing so will grant you physical abilities and an anthropomorphic humanoid version of this creature as your form.

For an added 100 cp You may import something... a bit different, allowing your races progenitor to have been a creature of supernatural or nonstandard creature from your past, things such as dragons, monsters or other mythical or odd beast you have come across are all valid options though sapient beasts are still not available for import.

Perks, Power skills and other abilities.

100 cp perks are free to their origin. Everything else is 50% off the listed price for its origin.

Drop in

Read the Land -100

Through intense study of farming and common ling plants you can diagnose many illnesses that may plague plants and animals under your care. With just a glance you know why certain plants are ill and the most common reasons for their illness. This also works on animals however even though you may be able to tell why something is sick and maybe even what is causing it you will have to find the cure on your own.

Ling Farming Techniques -200

A set of 5 techniques valuable for growing ling plants or any plants in general, these spells grow slowly with your familiarity with them. Each of these does something different, Gold will create small golden particles to kill pests, Art of Rain and Cloud will create a warm rain with life enhancing properties, wood will allow you to take the life from surrounding flora and place it into the plants of a certain area allowing them to grow faster and better, earth will allow you to till the earth breaking it up and making it ready to plant as well as invigorating the soil, and fire will enhance the sun in the area allowing the plants to grow more vigorously. As you grow so will your spells, potentially (after many many years of practice) becoming a viable weapon.

Ling Food Chef -200

You may not realize this jumper but food created from ling plants or animals is much tastier and much more nutritious for people to eat, it also is easier for the body to absorb the ling energy within thereby making it easier to cultivate it. Though it is possible for anyone to cook with ling ingredients very few are truly good at it, you are one of those few. You are amazing at cooking able to turn a few grains and a slice of meat into a meal fit for a king even without superior ingredients but if you should have good ingredients then your food will be that much better.

Ling Breeding -400

Over time plants and animals gradually change based on the type of energy they are exposed to, this type of change is called tempering. This process normally takes years to change the creature or plant from its base form into a variant type and often times the result is for a large part random. You however know how to steer this process, by carefully introducing certain materials such as mixtures of earth, rare types of water, meat, or various elemental objects you can cause animals and plants to undergo a sort of elemental tempering, becoming stronger and more useful in a plethora of ways. Animals you breed using this can even be stored for later in special crystal contract cards and summoned at will by the cards owner, beware however, just because you can create something does not mean you can control it. Now you too can create butterflies that devour poison or snakes that project a magical shield around themselves and burrow through granite! The more powerful the desired beast or plant the more powerful and rare your ingredients must be to create them.

Ling Infusion -600

Ling Beasts and Ling plants are both something extremely important to xiuzhe of this world. Without Ling Grains to eat many would see their cultivation collapse as they are unable to keep a constant flow of ling energy. You are a bit special though, you know how to make normal plants and animals into ling beasts and ling plants. The process takes time, anywhere from days to weeks but once it is complete you will be able to create a space (up to a ten acre field) where all plants and animals growing or living there absorb the natural energy from the world around them to become ling beasts and ling plants. This is extremely useful in areas with little to no natural ling energy and has many beneficial uses for both the plants and animals there, making the plants grow larger and more nutritious and the animals grow stronger and larger.

Seal Cultivation xiu

Understanding the Seals- 100

Often times when a person comes upon an unfamiliar seal or formation they have only two choices, run or destroy the formation. If the formation was created as a trap or prison however both of these methods become understandably problematic, while this can sometimes be solved with sufficient force to break the formation that is not always the case. You have studied seals however and can find the weak points in magic formations. Even though you may not understand the full scope of what the formation does you could at least find the keystones to disrupt it. What you do with the knowledge however is up to you.

Formations and forging -200

The basics of forging a new talisman lies in formations, by taking rare and powerful reagents and materials you can create powerful talismans to focus your power and grant you certain abilities. In its simplest form you could create such simple talismans as the earth turning hoe that ling farmers often purchase to help in their farming while the highest levels are often dependent on the amount of time and the materials used by the forger such things as the earth turning sealing disc that creates the pressure of a thousand catties (1300 pounds) worth of weight upon another person for each spin of it or the turtle style buddha ring formation which can protect an island from foes can be created. Many types of seal techniques are open to you now, it all depends on what you are willing to do to master them.

Ling dan making- 200

Ling dan making is the process of making various medicinal pills for use by cultivators, simple ones such as fasting pills (which can be eaten to allow a person to go days or even weeks without food or water) to extremely complex ones such as the golden crow pill which can allow a person to form a golden crow seed if eaten in large amounts. Using a simple cauldron and your skills you can make all the types of ling dan easily, even the ones that would make a master blush, who knows what kind of medicines you could make with rarer plants than simple ling grasses? Also comes with a simple dan cauldron.

Flesh carving -400

Mo and Yao beasts are hunted because their bodies contain naturally produced seals, these seals do many things from absorbing the natural energy around them to creating powerful spells, the body parts of these yao and mo are often refined into talismans to aid xiu such as flying swords. You have taken this a step further and have learned to mimic certain parts of the yao and mos physiology. By putting time and effort into studying magical or supernatural creatures you can reproduce some of their innate characteristics in others by carving the formations into the flesh of a willing participant allowing the person such abilities like stronger flesh and skin, tougher bones, or a way to better purify the ling energy around them. The more complex or powerful the natural attribute you wish to copy the larger the flesh seal will have to be and truly powerful techniques often will be far to complex and large to carve into the targets body.

Assembly Line Magic -600

The process of forging is a long and difficult one and many times the requirements to create truly powerful talismans are more than any one xiu can complete. The residents of Golden Crow Camp however have found a way around this however, you can now research existing formations and break them down to their simpler processes, split those processes up, and work on each piece as if it was its own formation. After you have completed all the parts your spell formation can be fused together into one glorious whole that is equal or greater than its parts or allow you to take only the parts you want from an existing formation or enchantment in order to create something new.

Sword Cultivating

Xiu Art of the Sword -100

The simplest thing a sword xiu learns is how to manipulate their sword, be it how to control their flying sword or how to use a normal sword you are proficient in both. Taking this perk grants you the knowledge and skills of a well-trained swordsman.

My Body is a Sword -200

Cultivating the sword is a path that is filled with peril but it offers some of the quickest results. In its early stages this manifests as sword energy forming around the practitioners body, these energies can cut or slash at those around the user and gradually becoming sharper the more the user comprehends the sword. A sword xiu is never truly without a weapon.

My sword recognizes you- 200

There are many enemies in this world, some become your enemies through greed, some of their own or pride, and some because you may have wronged them in the past, but enemies are most dangerous when you cannot see them coming. Your sword has tasted the blood of your enemies and now it knows them. Those who mean you harm can no longer hide from your sight as they and people they employ come within your sight you merely have to glance their way and you KNOW who they are. The one drawback to this is that they must be a group or person you have encountered in the past, someone simply hating you is not enough to make this work as their grudge must already be known to you. What you do when they are found is up to you, though they can no longer hide.

Cultivation by Leaps and Bounds -400

The reason sword cultivation is considered the best is because of how easy it is compared to other forms of cultivation. Although by no means simple cultivating the sword offers more power in much less time than other forms of cultivation. As a sword xiu your training progresses leaps and bounds faster than other peoples, this is not just bound to the sword however as you will find that your special circumstances allow you to get more from your training in all aspects both physical and mental basically allowing you to train for twice the results while expensing half the effort.

Epiphanies of the Jumper -600

An epiphany is something that happens very rarely and is much sought after among all xiu as they are very helpful in cultivation. Normally epiphanies come along so sparingly and under such circumstances that they are treasured experiences that many xiu live in dream of them. You however have learned to trigger epiphanies in others granting them what amounts to twenty years of experience in their given field of study in an instant. This can only be done once per decade per individual however and if they are interrupted during their epiphany the chance to learn from it vanishes completely.

Body Cultivation Xiu

Strong Back -100

At the very basic level every body cultivation art improves the body in various ways. The most common way is by increasing body strength and durability. As someone who has taken their first steps in body cultivation you find that your strength is greatly increased allowing you to lift double or even triple the weight that a normal person could carry as well as having skin that is durable as hardened leather without losing its softness. . . .

Medicinal Body Enhancement -200

A common adage says that body cultivation is one part hard work three parts drug abuse. Body cultivators often use many enhancing drugs to increase the strength of their bodies in ways that normal cultivation sometimes has a hard time matching. As a body cultivator you have learned how to ingest many kinds of drugs and potions to enhance yourself while not being effected by the negative side effects. No more do you have to worry about becoming addicted to the painkillers or other harmful effects of your body enhancing drugs.

Connecting the dots- 200

Sometimes you stare at something long enough and things just click. Learning one thing leads to other things which in turn make doing other things easier, as zuo mo found when he learned to use fist energy from his experiences with sword energy and body cultivation things are just connected. Each thing you learn makes it ever so slightly easier to understand related things such as learning how to fight with five people makes it easier to learn how to fight with 50 people beside you, or how learning to read one language allows you to more easily learn more languages, that is what this perk does. When you are attempting to learn something new you notice the links and places that overlap with things you already know, doing so allows you to easily cut the amount of time required to learn similar skills, though doing so will often lead you to learning more general knowledge than is necessarily useful and often be looked down upon as a jack of all trades.

Chant Of Buddha -400

By saying a chant and concentrating you can store the energy of your body into an object you own for later use. By doing so you can later draw upon this energy in time of need to produce a variety of effects from restoring your health and the health of those around you to drawing the health from your enemies. However you choose to use this when your power is used it will always sound as if a great many people are chanting a buddha prayer in unison and will sound louder the more energy expended this way.

Wish Power -600

Of the rarest forms of body cultivation arts very few are those who produce wish power, your cultivation is one of the few kinds that does. Wish power allows you to power your skills and abilities in order to achieve a specific goal while paying for it with energy from your future self. By drawing upon stores of energy from your future self you can achieve a great amount powered by the health of your body at a later time. However the backlash from such a skill can be great, beware not to use too much wish power or you may find yourself in a worse situation than you were in before.

Battle General

Growing Mind -100

While other cultivation methods improve the body, weapons, or control of the users ling powers a battle generals cultivation improves their mind. As a battle general grows their ability to see patterns and read their opponents also grows allowing them to think ahead more easily and accurately. You have taken the first steps into the art of being a battle general and as such you are able to think more quickly than many people, your thoughts are clearer and you find that you can infer the movements of others more easily than you could before. This is extremely useful when leading others in battle as your mind is well suited for tactics.

Inspirational Leader -200

Those under your command have known hardship and death, wading through a sea of bodies you have pulled them through and as such they trust in you to a staggering degree. You can inspire fear or lust for battle into your troops with something as simple as a light smile or a pleasant laugh. Now go out and lead them.

An Imposing Reputation- 200

You are a genius of planning and tactics and it is plainly written for all who see you and hear of your past victories, simply hearing your name may be enough to turn weaker or less experienced people away or demoralize their troops as your reputation is just that imposing and impressive, and not only will people know your name they shall spread your fame far and wide, by taking this your reputation will spread far often growing with the retelling as it goes. Though you can turn this effect off if you wish you may find it funny that someone twenty jies away thinks you single handedly destroyed a battalion with just an angry look? Be forewarned though, sometimes a fearsome reputation can bring trials of its own.

Battalion Leader -400

What good is a leader who cannot make his will known? Not much good that's for sure. Battle generals have a way of leading from behind so that the battalion they are in charge of knows exactly what they want done. When leading a group your thoughts and orders will be directly known to those you lead (so long as you wish them to be known) and the thoughts of those below you in command will also be sent back to you, allowing you to better control the flow of battle.

There is no I -600

A battalion is only as strong as its weakest link, a fact that you have impressed deeply upon those you command. When you are in charge of a group of people they work their hardest whether they be fighting, training, or constructing a defense they give their all. This shows up in many ways, firstly those under your command seem to grow greatly more competent than they otherwise would be, Secondly their skills in a battle are greatly stronger when they fight as a group as opposed to fighting alone, and thirdly when training as a group those under your command will find that they grow in strength more quickly than they otherwise would. The strength of the many is superior to the strength of the few.

Yao

Cultivation Through Nature free (Yao only (race or background))

Unlike the Xiu those of the yao race have created alternative ways to cultivate that do not rely solely on ling energy. By simply being in an area that would be beneficial to your progenitor plant you can cultivate as if you had ling energy around you. This means that if a yao was descended from a pine tree they would cultivate better in an environment that would be healthy for a pine tree to live.

Little Yao Arts -200

Most Xiu do not think much of the magic that the yao use, yao arts can be extremely powerful though. With just a flick of your fingers and a carefully executed command you can cast many different elemental spells created for combat, from small fireballs to ice spears and even causing the ground to quake the little yao arts are as varied as the elements themselves.

Yao Training Regimen- 200

A natural talent of the great Sky Yao Pu, this talent allows you to watch and understand what others need in order to help them grow, studying a person in this manner allows you to create perfected training or study regimens that maximize their resulting gains from all they do be it cultivating, learning an ancient language, lifting weights, learning spell formations or really anything. Creating personalized programs like this are extremely helpful to the person you are aiding as they will gain half again as much from their time spent as they normally would.

Great Yao Arts -400

Summoned beasts made of elements, balls of flame the size of a house, and even living constructs. The greater Yao arts are truly horrifying to behold if they are turned against you. Though they take much more power to use and often take longer than little yao arts these greater arts are often the choice for those who actually participate in the wars with the xiuzhe (humans)

Destructive Understanding -600

Your grasp of yao arts is great, great enough that you can see through the magic. By touching, seeing, or otherwise observing magic you slowly learn the best way to destroy it, whether it be the shields of an enemy fortress or an attack from a foe so long as you have a opportunity to study it you can destroy it. Be warned however that the stronger the spell the longer it will take to destroy, a fireball may simply take a motion from you to dispell, while a magic barrier set up to defend a building from all attackers could well take hours.

Mo

Cultivation Through Hardship free (Mo only (race or background))

Unlike the Xiu those of the Mo race have created alternative ways to cultivate that do not rely solely on ling energy. By simply stressing their body through hard work or battle a Mo may cultivate as if he were in an area filled with ling energy. This allows the Mo to become great warriors no matter what their origins.

Mo Workout Plan -200

Mo body arts are extremely good at building the muscles of the user, because of this you will very rarely see a weak mo. All physical training you do will yield slightly better results than they otherwise would, equivalent to adding half again the workout time to what you actually did along with an equal amount of added gains.

Mo Weapon Master- 200

The way the Mo forge their weapons is unique from how xiuzhe create their talismans. Through the process of forging already high class materials the mo forging method focuses far less on creating a weapon with specific new trades and focuses far more on emphasizing and enhancing the properties which already exist in the materials by forging them in the deep cold flowing waters of the mo forging pools. You are now a master mo weaponsmith, able to look at a pile of materials and bring out the absolute best of what they could be enhancing the traits they would naturally have if you forged them. A dagger forged from a beast which breathed fire will have a fiery aura or even possibly burn upon touch of the blade while more complex things such as a sword made from the tongue of a rotten undead carp soaked in the water of a necrotic realm may be able to cause things in a small area to decompose. Through hard work and study you can do much with this art, and should you have other means of forging or creating weapons the results will only grow more impressive. Also comes with the knowledge of how to creating a mo weapon forging pool.

Mo Champion -400

Unlike Xiu when Mo take to a battlefield their leaders do not stand behind the masses, Mo generals are often found front and center of their battalions. This is because the more people choose to follow a Mo into battle the more powerful that Mo will become. The fighting spirit and energy of those following him run into the Mo champion making him a tiny bit stronger with every soldier as well as making him a focal point for their skills. This allows the leader to take the energy of those behind him and control it more directly, temporarily empowering him physically to new heights. This is limited however, each person must be physically following you, no "there in spirit" deals, and those following you must be doing so willingly and not under mind control of any kind. An entire battalion of over a hundred mo empowering their champion could easily make his speed, strength, and fighting spirit increase by a large amount.

Hail the King! -600

Mo venerate strength with the strongest Mo of all gaining the title of King with the right to command other Mo, now you can apply this behavior to others. By showing you are more powerful than someone they have a chance of recognizing you as their boss, this usually requires you to fight them in a battle however if you vastly overpower someone then they may choose to fall under your command willingly. You must be able to defeat someone for them to accept you as in charge, however you do not have to kill them for this to take effect. The more powerful the person is the more difficult it will be to earn their respect and loyalty.

Nondiscounted Perks

Play Nice- (free all) Differing methods of cultivation sometimes react negatively to one another however as a slightly less than ordinary person who's origins are definitely not simple this doesn't seem to be a problem for you. Any cultivation methods you have obtained from this or other jumps will no longer react in negative ways towards one another, this means to don't have to worry about exploding, bleeding from every orifice, or having your bones liquify because your cultivations from different jumps affect you in different ways. From now on they will play nice together.

For an added 100 cp any nonstandard martial art or body enhancing technique you possess will also play nice with your unique collection of skills. Although this does not combine or enhance them in any way it will keep them from negatively effecting one another.

Basic Cultivation Method- (free all) (this grants access to the cultivation table located at the end of the jump) (additional purchases 100 cp)

Everyone one starts with a low grade cultivation method that allows them to take ling energy into themselves in order to advance their cultivation. To create your method please see the cultivation creation table. Every cultivation method is personal they can however be taught to others after this jump to allow them to cultivate. Each additional purchases of this allow you to create another cultivation method with the standard allotment of points for your background.

Advanced Cultivation Method -100 cp Buying this option allows you to transfer 100 cp over to be used in the cultivation customization option. Every 100 cp used in this way grants you 5 points on the cultivation customization table. This option may be taken multiple times.

Terribly Mysterious -100

You exude an aura of mystery that makes people very interested in who you are and where you come from. Often times this will make you seem more attractive to others although it may cause them to look into your past more thoroughly than otherwise. Just a Normal Xiu -100 (Temporarily Free for YaoMo and those who chose YaoMo races) Normally xiu would kill YaoMo on sight, with this however you can blend in with the humans, hiding your inhuman appearance while retaining your inhuman abilities. This allows you to blend in with normal xiu, so long as you don't make waves or show off most people will have no reason to suspect you are not a normal human. Beware however, those who know what to look for may still figure out what you truly are and doing something truly out of the norm will be assured to ruin your cover. This is free to those who are yaomo races or have them as backgrounds, to keep it however you must pay 100 cp. This perk is not limited to yaomo however and anyone can buy it if they wish.

Dao of Jingshi -200 Jingshi is crystallized ling energy, usually this is used as money or very rarely used to increase cultivation. The practice of cultivating with it is harmful to the body however so it is rarely done. There are those however that follow the dao of jingshi, the way of making money. Those who follow this dao know making money is the most important thing in this world and are skilled in ways of obtaining it. Now whenever you defeat an enemy and do not kill them you can take one of their possessions, nobody will argue or dispute that the item in question now belongs to you and you may do with it as you wish though you may receive some odd nicknames (like scalping zombie for instance). Those who choose to fight you are just fat sheep ready for you to take their wool.

Item page.

Items are discounted to their background by 50%. 100 cp items are free to that background and every background receives a 700 cp stipend to be spent only here. Drop in Receives 50% off of one Plant (Sun Tree, Sonic lightning Walnut Tree, Golden Soul Tree, or Nether's Rotten Lotus)

General

1 piece of fourth grade jingshi -50

This crystallized chunk of ling ore is worth enough for you to live happily for a few years, provided you don't make any large purchases.

Ling Dan snack pack-50 These round ball shaped loafs are actually medicinal pills, this set of 12 is each the size of a large gumball and contains a concentrated dose of ling energy. Great for cultivation or regaining lost energy. Once finished a new set will take its place once a month.

Great Hat -50

This coolie hat is great for keeping the sun or rain off of your head and will never get lost. It is surprisingly durable as well and if you do manage to damage it the hat will repair its self after a week.

Jade Scroll kit -50

The creation of jade scrolls (which are really sticks of jade with gold writing on them) is not a difficult task. By concentrating on a memory you wish to record while writing upon the jade stick with the gold ink provided your memory will be recorded for whoever uses the jade scroll. After it is created the person only needs to hold it while concentrating on it for the memories to play in their mind as if they were their own. Kit comes with instruction manual and a set of 10 jade sticks as well as a vial of gold ink. Jade stick and golden ink refill once a month, if lost the manual will return within a week.

Small Ling dan starter kit- 100 (Free Ling Dan making)

A small cauldron perfect for making ling dan in along with a grab bag of common ling grasses, refills once a week. It contains enough that you could make a decent living just selling common dans, though it will not provide enough for any frills. If lost or stolen it will return to your warehouse in a week.

Spacial Ring -100 (1 Free to everyone)

This ring is a rare spacial ring that contains roughly one thousand square feet of storage space, plants and perishables stored within do not wilt or age however living animals and people cannot be stored within. When wearing this ring you know all of its contents and may place items within or take them out with a shake of your hand.

Black cultivation mat -100

This large black mat has pockets on the underside for you to place jingshi into it, after doing so the mat will purify the jingshi into pure ling energy. Unlike normal black cultivation mats this one is special, any form of currency can be placed into the pockets and burned to create ling energy, useful for cultivating in places with no ling energy.

Ancient Mentor -100

An ancient warrior who fell in battle has somehow decided to take up residence in your head. While mostly a willing to help you he will almost never do so without reason and loves to bargain with you for anything he, or she, can get away with. They will often give advice and will always be up for a talk. They know many things but mostly they know of topics related to your background and are willing to help you train on that path. They are roughly 3 thousand years old and although they do not count as a companion they also cannot leave your mind (though you could tell them to take a hike if you dont want them around for a while, you arent sure where they go though) Should you buy inner world they will appear there instead of inside your mind.

Inner World -200 (discount with ancient mentor)

Most cultivators eventually form their own inner world, a place within their soul that symbolizes them and their cultivation, you have also formed an inner world. Though no larger than a small field (roughly 200 feet wide circle) your inner world takes on motifs related to your cultivation technique and can be used to store small items no bigger than your head. If taken with ancient mentor they will appear here and seem as if they were alive. With time it will grow larger and change based upon your cultivation.

Pouch of Golden Crystal Sand -200

A fist sized velvet bag containing golden crystal sand, this sand is useful in the creation of spacial rings as well as space enhancing formations which allow a person familiar with forging to create rings that have large amounts of space inside them to store things in. When used it will refill one month later. Also useful as a bag of gold (worth much more than its weight mind you), if you are into that.

Rare Dream Robes of the Jumper- 50 A set of robes fitting for this setting complete with a xianxia motif along with patterns and colors of your choice. Although these robes do not offer much they incorporate a few small defensive seals to protect the wearers body from harm as well as staying clean, dry, and warm at all times. If lost or stolen they will return to you as good as new within a week.

For an extra 50 cp you may import an existing suit of armor or clothing giving it a new skin while retaining its properties, afterwards these robes will be able to switch between the two forms at will.

Sonic Lightning Walnut Tree -100

This walnut tree produces large amounts of electricity as well as growing a large amount of walnuts which contain a extremely condensed electrical charge. When planted this tree will take root and grow producing at least 200 lightning walnuts a year.

Golden Soul Tree -200

This tree looks rather ordinary in most ways except for the fruits that hang from its branches. The golden soul tree produces Golden Soul Fruit, these fruits appear to be motes of fist sized glowing golden light, when eaten they aid in cultivation for a time making it slightly easier. Another use for them is that they can be used (with a small incantation which is included if you buy this here) to heal the soul of the person who eats it. When planted this tree will grow 20 golden soul fruits each year.

Sun Shen Tree -300

The body of this tree is bright red, even brighter than the most beautiful coral. The body of the tree is smooth as though the most accomplished craftsmen had carefully sanded it down. There aren't any protrusions on the entire tree trunk. Every part of the tree has extremely beautiful curves that are perfect and would cause people to sigh at the wonder of nature. This is the Sun Shen tree, the sun shen tree produces ten sun fruits at a time. Each fruit is the size of a fist and covered in bright orange red flames making them look exactly like miniature suns. Eating these fruits are quite beneficial for cultivation however the seeds from this fruit are even more rare, if left unpicked for forty years the seeds from the fruit containing concentrated energy of the sun within them. When planted this tree will quickly take root wherever you plant it.

Ling Vein Seed- 300

This small round stone can be placed in the ground to cause an extremely large and pure ling vein to form under the ground. This vein will give off ling energy allowing anyone with a cultivation method to cultivate its energy into their own power while in its vicinity. You will receive a new Ling Vein seed at the beginning of each jump.

Shen Power Methodology- 400

Shen power is a higher form of cultivation that came before the current modes of cultivation. By taking this item your current cultivation method becomes much more powerful, growing faster and producing more power for the amount of time put in while also producing Shen energy. This shen energy can be broken back into normal energy use in your cultivation method of Yao, Mo, Or Xiuzhe cultivation if you choose allowing you to drag your weakest attributes up forcefully by lowering your highest attributes (basically equalizing your strength and speed with your magic skills) or it can be used as a straight power up to your normal cultivation method. Buying this also gives you the blueprint for a shen temple should you choose to build one for yourself.

Sky Shark- 400

An adolescent sky shark has been gifted to you, its body is strong and is able to resist the harsh wind in the sky. In some regions, it is also used as a combat unit. Its vicious personality makes it suited for battle. It is a mo beast that live in the sky, the void, and the chaotic turbulence. There are rarely things that are a threat for them. Its enormous body means that the inside of its body is large enough to be used as accommodations. It is a good choice for long journeys as inside its stomach lies a fully furnished mansion complete with courtyard and more than adequate lighting. Though this sky shark is not fully grown in time it is possible that it may grow large enough to house as many as 5 such mansions, those this will take hundreds of years at least. You can direct the sky shark with your will and it will follow your directions perfectly, strangely you do not need to feed it, unless you want to that is. Should it become lost somehow or killed a new one will be provided to you the next jump.

Nether's Rotten Reincarnation Lotus- 600

The rumors say that there are organisms that grow in the Ten Thousand Wasteland in the deepest reaches of the Nether Realm, and the Reincarnation Lotus is the most valuable material grown in the region. It uses the most corrosive poison as nutrients And in doing so it gives birth to the purest and most miraculous thing, a lotus blossom that when eaten greatly increases both cultivation and allows the person who eats it to keep their memories when they are reincarnated granting them a second chance at life. Consuming the petals of this lotus blossom not only is beneficial to cultivation it also can be used to heal any and all wounds to a soul, beware letting others know you have this treasure, because if others found out they would stop at nothing to kill you and take it for themselves.

Holy Mo Forging pool- 600 (discount mo weapons master)

The Underground Nether River is silent, It 60 feet wide and is spectacular to see. The river water of the Underground Nether River are as sticky as glue, are black yet clear, and flows without making a sound. The water in this river is extremely suitable for the creation of Mo Weapons, by placing a part of yourself or another creature as well as a weapon into the waters you can guide them to merge and create a mo weapon, a weapon connected to you much like a talisman or a flying sword though often times more powerful, not because of superior forging techniques but because of superior materials conglomerating to create a weapon.

This pool has the special property to not only work well for forging mo weapons it also has the effect of combining multiple weapons or items into 1, as Xaio Mo Ge did with his Sky Snake Ten Transformations Pike, doing this imbues all the powers of of the items into one while allowing them to also shift between the forms of up to ten of the items used in its creation. For example the Sky Snake Ten Transformation Pike was a powerful Earth Mo weapon created but its real power came from its ability to shift into ten different weapons in an instant, now you can create something similar.

When used to forge with the parts of a creature it forges a better weapon depending on how strong the creature in question was and has minor affinities based on the creature and the part used, for instance using the claw of a fire dragon will probably create a fire attributed mo weapon ranging between a dagger and a sword (considering how big the claw is). Though weapons created will be much more impressive if you have some training in forging already...

After the jump it can become a warehouse attachment should you wish it.

Drop in

Ling Grains -100

A large sack containing various types of specially selected ling grain seeds, this bag will never run out of seeds for planting highly delicious and nutritious ling grain plants.

Flying Paper Crane -200

This paper crane can grow large enough to carry one person along with 400 lbs of weight and shrink small enough to fit into your pocket. Though it has seen better days it will always return to its owner as good as new if lost stolen or destroyed.

Hidden Ling Pool -400

This cave is roughly the size of a house brimming with ling energy and complete with a fresh water pool perfect for either cultivation or growing ling beasts in. It is hidden from the view of most people and unless someone knows where to find it this ling pool will remain hidden. The cave follows you throughout your jumps always appearing near your starting location. Alternately you can have the cave attach its self to your warehouse if you wish.

Ling Restaurant -400

You have come into possession of the deed to a rather high class restaurant, Spacious enough to seat 50 people comfortably with a very nice atmosphere this restaurant can be placed where you wish once per jump and it will appear overnight, the food here is produced from only the best ling ingredients making it extremely tasty and nutritious, anyone who eats here will gladly spread the word of how amazing the food is and you can expect to turn a hefty profit once the knowledge of your establishment circulates. A side effect (or possibly the entire point) of a ling restaurant is that anyone who eats here will also find their cultivation grows much easier after eating here.

Great Ling Field -600

500 acres of high grade farmland suitable for planting ling crops in will attach themselves to your warehouse, this pocket farm is greatly beneficial to all plants you grow there allowing them to grow quickly without risk of pests. This farmland cannot be accessed from the outside however and should you walk outside of the farmland you will find yourself coming around from the other side.

Seal Xiu

Golden Crow fire Seed -100

A fire seed is a very important tool for those who wish to craft talismans, and golden crow fire is one of the most sought after kinds of fire seed. By absorbing this seed of golden crow fire you can call upon it for use in forging or crafting, summoning its flames to burn, heat, or even carve materials into the shapes you require. Thanks to the purity of this fire seed there are few things it cannot eventually burn through. Fire seeds are called such because they are a seed of a special type of flame, not to be confused with the seeds of plants. If you plant this in the ground it will not grow.

Totem pieces- 200

A small pouch of 10 totem fragments, if used in seal or talisman making it allows you to upgrade the power of the talisman, making its powers moderately stronger and more precise. Each one used in forging a talisman grants the talisman greater effects and the beginnings of an intelligence using 3 in one talisman can grant an item sentience using more can grant a talisman actual sapience and a personality all their own. Beware, sometimes the personality may not be exactly what you would wish as Zuo Mo found out with Black Gold, who is a bum who prefers to lie around and do nothing but eat.

Kun Lun book of seals -400

This book from the famed KunLun sect contains primers and simple formations which are perfect for teaching someone to become proficient in the use of seals and formations. One could easily use this to teach others the basics to begin using seals and formations using this book.

Pu Wei Library Pavilion- 400

The Pu Wei Library contains many lost secrets, this is mainly because the two lived for thousands of years and gathered all the knowledge they could, between the two of them many secrets of dead civilizations and lost arts can be found but the two never give up their secrets for free. This small pagoda shaped pavilion (roughly the size of a small house) is named for the two also contains many secrets, secrets to magics and cultivation, lost secrets and stolen knowledge. You can find information on pretty much any soul based technique or magic within these walls for a price, the rarer or more powerful the information the greater the price, this price can be paid in the currency of your current setting or with equal or greater information. The library updates each jump you bring it into, it is always in search of new secrets though that does not mean you can gain these secrets without a price being paid.

Lil Pagoda -600

This tiny miniature pagoda is roughly 18 inches tall and extremely playful, it bonds with its owner and can take over jobs such as watching and controlling menial tasks or being an unsleeping watchdog in control of the wards and formations in defense of a place. While slightly sapient it is not a companion but it will gladly fly beside its owner and help in any way it can. It is more than happy to dispose of (eat) anything you leave around to gradually make itself more powerful and smart. Occasionally after eating enough it will expel a substance that appears to be a viscous black sludge, while disgusting this sludge is actually an amazingly rare crafting reagent that is made of something that does not exist inside any of the other classical elements and as such can be used to increase the power of items created by using it.

Sword xiu

Rare Flying Sword of the Jumper- 100

A sword that acts as a focus for your sword cultivation these swords come in many styles and types but they all have one thing in common. Should you wish it you can use these swords to travel quickly by standing atop them and flying.

For 50 cp extra you can import a weapon that you already own to become a flying sword, it will keep all its capabilities as well as being able to switch between its flying sword form and its previous form.

Flying Nimbus Cloud -200

Faster than a flying sword and much more comfortable the flying nimbus cloud is like sitting on a dream. Though not very useful for hauling stuff its speed and comfort are second to none when it comes to traveling. When not in use it takes on the form of a small wisp of cotton and when lost stolen or destroyed it will return to the owner within a week. .

Sword Cave -400

A set of 5 element swords, though completely useless in a fight if you stab them into the ground a cave will appear. Inside the cave every element is made of sword energy. The very air water and earth move as if made from razors and even moving is bound to cause significant pain to those within. The plus side of this however is that people within have a very high chance of comprehending sword energy which means they will slowly be able to create and manipulate it for themselves. Sword energy allows the user to cast and manipulate small blades of energy from their weapons as if they were controlling many extremely small swords. The deeper ones comprehension of sword energy the more sword energy they can manipulate. See notes*

Hidden Paradise Ship The Black Turtle- 400

This large ship may not look very impressive on the outside, with its large sails and low sitting deck, but looks can be deceiving. Inside the doors of this ship exists a hidden paradise, 2 miles wide to a side complete with rooms, springs, training facilities, even a small forest and garden area. This ship is capable of producing some truly impressive shields with the many seal scripts carved and forged into it as well as making short distance jumps via teleportation. Oh and did I mention it can fly? It does not however have any ling veins within it, making it less than perfect for many cultivators.

Secret Paradise -600

You have come in to possession of something many would kill for, a secret paradise of your very own. This secret paradise is the size of a small house and resides in its own pocket of space separate from the main world, you can reach it by placing your sword (or hand) upon a nearby wall and concentrating upon opening a doorway to it. Items can be stored within and any training done within the bounds of your secret paradise is much more efficient, as you learn quickly within it. The inside of this secret paradise looks like the inside of a Chinese manor, with wood carvings and bamboo floorings as well as a small kitchen complete with common Chinese furnishings. Also contains a small ling vein beneath the floor perfect for cultivation. If you wish this may become a warehouse attachment after this jump.

Body Cultivating Xiu

Body Tempering Robes -100 These robes are similar to the robes commonly worn by buddhist monks, they are actually quite stylish for robes and come in any color you choose. Though they offer limited defense they will never get dirty as well as always being warm, dry, and comfy. Over time these robes will slowly grow stronger and more comfortable so long as they are continuously worn. Although they may be damaged, any tears holes or rips will repair themselves over the course of a day. Should they be lost, stolen, or even completely destroyed a new set will appear in your warehouse at the end of the week.

For 50 cp extra you can import a set of armor or clothes that you already own to become a set of Body Tempering Robes, they will keep all their capabilities as well as being able to switch between its new robe form and its previous form.

Thunder Flowing Light Wings -200

This talisman looks to be a set of silver wings about the size of a human palm, when worn by its owner a set of glowing wings will form on the owners back allowing them to fly as fast as lightning at their highest speed. Do you want to taste extreme speed? Then buy a set now! If lost or destroyed they will find their way back to the owner within a week.

Sun Crystal seed- 400

Each generation of totem warriors from the Sun Tribe would try all they could to go to primitive worlds, or places of chaos to search for unformed suns. They would first seal them into crystals, and then forge them day and night using the power of belief for fifty years, in doing so the sun would become a Sun Crystal Seed. Though their methods are lost today this wonder of the ancient world still exists, it contains the power of a young star within its crystal walls if only you could tap into it you would find that it can be used to massively strengthen your body or if used as the center of a formation provide a massive amount of sun shen flames which are domineering enough to burn most anything given time. Given time (roughly 10,000 years worth of time) this Sun crystal seed could become a new sun blazing within the sky. It is roughly the size of a basketball and weighs enough that you probably wont be lifting it by hand any time soon (comes with a storage ring big enough to store only it).

Khakkhara Buddhist Prayer Staff -400

This Buddhist ring staff is nearly indestructible and the sound of its rings drives away wraiths and undead of all kinds, in addition it makes an excellent focus for Buddhist prayers and chants allowing you to do far more with your body energy as it will store twice as much energy as you actually put into it for later use. .

Buddhist Temple -600

A large temple in the shape of a Buddha statue equipped with training areas, fountains, kitchens, rooms for sleeping, and a large library devoted to jade scrolls containing various types of body cultivation arts. Built upon a rather large ling vein this temple also contains pretty much everything you need to house a small sect in comfort and relative security and features a defensive formation based upon the use of a tempered buddha sound hoop to protect against invaders, this defensive formation causes those who step within it to be constantly attacked by sharp rings of light and bone crushing pressure from what seems to be the sounds of hundreds of Buddhist monks chanting in unison. This temple will follow you after this jump in the form of a large wax candle, when you wish to place the temple (permanently for that jump) you need merely light the candle and place it on the ground and the buddha temple will take form over night.

Battle General

The Sky Ray Treasure Lens -100

This telescope sees through illusory spells, techniques, and all manner of bad weather as well as having a range of over 30 miles, those looking through it can see as clearly at its maximum range as they could right next to them and can change their view to fit their needs.

War Chess Set -200

A set of rules for the game of war chess, after reading the rules two or more people can participate in a game called war chess. When playing war chess all participants will enter a meditative state where they will enter a fully realistic battlefield. Before the match starts they will choose their units to make up their army then set their armies against one another while trying to complete certain directives. To those within the war chess match everything seems real as if they are gods watching over the world as their units fight. Also features a single player option.

Golden Seal Soldiers -400

A Battle General's cultivation rarely makes them very good at a head on battle, such things are left to those they command. As such battle generals often augment their defenses with seal soldiers, autonomous beings made of formation magic that will fight until completely destroyed to protect their owner. These three seal soldiers are extremely tough and come equipped with golden armor and weapons and are willing to do anything to protect you. When not in use they shrink to the size of your palm and seem to be miniature golden warrior figurines. Upon destruction or loss they will appear in your warehouse within a month.

A battalion of Sin- 400

One of the strongest battalions in recent memory was created by the Kun Lun sect using captured mo and despicable spells to lay locks upon their soul and mind, making them little more than puppets, broken minds and empty shells perfect for sending into battle with no worry as to their own safety. You now have come into contact with one such battalion, either rescued from their masters or bought with jingshi they are now yours to command. These 100 troops never question orders, never back down, and never stop fighting till their mission is done. Though it is possible to free them from their current fate doing so is extraordinarily difficult, though doing so would surely make them unceasingly loyal to you. Their numbers replenish once per year and their strength slowly yet steadily grows over time and with battles won.

Golden Crow City -600

A single dark green jade brick weighing roughly 9 pounds at the same size as a common building brick, when put on the ground this brick will form into a copy of Golden Crow City. This wall is made of bright jade which shines with a golden warmth at all times but especially during sunrise and thirty six large towers surround it for defense. Although the towers could be used to defend the city they require quite a few dedicated guards to work the lightning arrays. The city is large enough to house roughly 10 thousand people and contains dedicated wells for water however it has no room within for fields or other means of food production. You will receive a new brick once per jump.

Yao

Lil Black -100

This small armored worm looks like a mix between a caterpillar and a pill bug, he can move extremely quickly however and can sniff out rare ore. Careful when you let him out, if you don't watch him he may zoom off at a pace faster than normal humans can run in an attempt to find more veins of ore.

Yao Seed -200

A Yao seed is what allows the yao to cultivate without the need for ling energy, this organ only exists in yao however you have found a way to implant it in others who are not yao, with a short surgery (putting it under the skin of the forehead) you can implant a yao seed into a willing person of your choice, this allows the person to to cultivate as if they had the first tier yao perk cultivation through nature. If you are of the Yao race you can also take this item to turn the person into another yao of the same type as you. You will receive 10 yao seeds per jump.

Yao Art House -400

Yao arts are not learned naturally, in order to learn them most young yao are send to what they call art houses, schools that teach young yao how to perform little and greater yao arts. You now own the deed to such a school, this school can teach up to 100 students at a time and will teach them subjects you wish though it defaults to teaching little yao arts. To use simply activate the deed on an empty lot and it will appear the next day. If lost your deed will return in your warehouse within a month.

Yao intelligence agency- 400

Hidden within its own pocket of space beyond the ten finger prison the yao have created a fairly impressive agency, constantly updating scrolls of data float and are sorted on anyone and everyone worthy of notice in the known parts of the world. By purchasing this you may enter this place and even have it become an attachment to your warehouse, and by knowing the name of someone you can find their scroll which will contain a rundown of known information about the individual as well as known history, common habits and possible weaknesses. Everything you would be able to achieve with a thorough background check could be found here.

Ten Finger Prison -600

The Ten Finger Prison does not exist in the normal world, it exists in its own pocket world and is a hundred miles wide circle created using ancient yao arts. The Ten finger Prison can be reached by any who know the incantation to access it, by saying the incantation they will enter the ten finger prison as a projection of their soul, people from all over the world can enter the prison with no lag or slowdown of any kind although only the soul (leaving the body for the duration of the trip) of the person, their clothes, and (for some reason) plants (seeds and fruit) can be taken into the prison which has lead to some people using certain valuable fruits such as the gold soul fruit as currency within the ten finger prison. This place takes the form of a world with its own creatures and geography however what makes it most useful is that when a person would normally be killed inside the prison they are instead kicked out in an extremely painful yet non lethal way. The challenge of the ten finger prison is that it slowly becomes more dangerous the closer a person gets to the center, within the center of the prison is the boss area. Those who reach the center are allowed to take part in what is called a prison breaking battle, should a person defeat the prisons most difficult trial the prison will be completely altered to reflect the style and skills used in the prison breaking battle.

Mo

Lil Fire -100

This little happy fireball is normally warm to the touch and is safe to handle (he is actually really relaxing to squeeze like a stress toy) when squeezed he will release a small gout of flame. He also loves to eat fire of any kind. He loves to play but will laze around all day if you let him. Roughly as intelligent as a dog.

Mo Matrix -200

A Mo matrix allows mo to cultivate without the need for ling energy, by implanting this into a willing person (literally carving it into their skin) the person will be able to cultivate as if they had the first tier Mo perk "Cultivation through Hardship". However this item is best used by a person with the mo race, if used by a person who is of the Mo race they may choose to have the implanted person become the same type of Mo as the person doing the implantation. You receive a book of common mo matrices to study or copy implant as well as a mo matrix awakening needle.

A Brigadier level Mo Weapon- 200

one of three mo weapons, a Black sickle, a Heaven Azure Dagger Axe, and a Blood Fiend Axe. This black sickle is brigadier level, it is formed from killing energy. With every person killed, the killing energy will increase. When the killing energy accumulates to a certain level, it can form fiendish souls. This Heaven Azure Dagger-Axe is brigadier level. It is as light as a feather, suited to fast attacks. It can rip through the void bypassing many defenses. This blood fiend axe strikes your foes as if it weighed one hundred and eighty thousand catties (roughly 238099 lbs) It is suited to power-type mo physiques. When it is swung, an axe fiend will form. Which one do you want?

An Earth mo Weapon -400

These weapons are cream of the crop for which many mo would give their lives gladly simply to have the chance of possibly setting hands on one. Now one of them belongs to you. Choose one of the following Earth Mo weapons, it is now yours. You may purchase this more than once for the others if you wish, or buy it for copies of the same weapon. Should your weapon be lost or destroyed it will appear within your warehouse within a week as good as new.

[Iceblood Three Hound Seat] is comprised of three *mo* weapons: a sabre, a sword, and a shield. This is a very rare set. The sabre and the sword were both long and narrow. The sabre is dark red, and its channels flow like rivers. The sword is icy blue, sharp, and transparent like a sword made from crystalline ice. The shield is an buckler shield. It was completely black and has five irregularly placed stars on it.

[Blue Horsefly] is the only long range weapon among the four *mo* weapons. It is a blood spear, and has a tassel made from twelve ice blue crystals. What is even more wondrous is the body of the spear. The crimson red spear seems to be soaked in fresh blood, yet when one grips the spear, they will find that the body is made from countless minuscule flows of blood. These blood colored flows would shift slightly as though they were alive.

[Dark Clear *Li* Chakrams] are a pair of larger and smaller chakrams. The large one was dark gold, and had a fiery pattern. When it is held in the hand, it is like holding a ball of fire. The smaller chakram is snowy white and covered in faint patterns of the moon, almost weightless in the hand. When the two chakrams are placed close together, they will attract each other and slowly spin.

[Thirteen Pillars] is a pair of whips, each with thirteen links. The pair of whips are extremely heavy. With every flick of the whip, thunder and wind will sound. When the two whips dance together, it could cause thunder to manifest in the sky. If one was to nurture them in storm clouds, they would become even more powerful. This is an extremely rare earth *mo* weapon with great power.

Black Leech Wall -400 This item looks to be a small obsidian leech, when activated it allows the holder to create a perimeter several miles in diameter to defend a location, should an enemy cross perimeter a cloud of blood drinking flying leeches will spring from the ground and attack those attempting to cross the barrier. These leeches are a threat even to those in vehicles or within armor and those without extremely good protection will often be killed outright by the swarm. If lost it will reappear within your warehouse.

Mo Grass Sea -600 This bag of simple looking bag contains roughly 100 pounds of mo grass sea grass seeds, when planted the seeds will rapidly reproduce until it is covering all available ground, choking out other species of grass. Extremely hardy this grass can be planted in extremely harsh conditions such as on solid stone. This grass contains the special property that it will devour spiritual energy of all kinds, draining an area of it while at the same time allowing low level mo beasts (extremely young mo of all types) to form. These mo beasts are unintelligent but can slowly grow to become intelligent over extremely long periods of time. Bag will refill once a month.

Companions.

Companion Import! -100 You may import any one companion into a background of your choice, they receive 500 cp to spend and gain all discounts normally allotted to their background of choice.

Bring in the Battalion! -300 You may import up to 8 companions into backgrounds of your choice, they receive 500 cp to spend and gain all discounts normally allotted to their background of choice.

Canon Companion -100 Simple choice really, choose someone from this world after this jump they will be willing and able to join you on your journey. Good luck!

Drawbacks.

You may take up to 1400 cp from drawbacks, any more is just to satisfy your masochism.

Added Time -0

If desired you may add a little extra time to your stay here. The average natural life span of the highest ranked cultivators is right around 1000 years so thats how long you will stay here. Good luck.

Voices In your Head +100 (can be taken a maximum of 5 times)

There are voices in your head, nagging annoying and often unbearably smug voices. Inside your mind lives the spirit of an ancient warrior and he wants you to do things for him to become more powerful, being more powerful may allow him to take over your body or worse they might take your stuff! While you could bargain with them to not make trouble be warned that nothing you do will be able to stop them from bugging you for long.

This drawback may be taken multiple times for more spirits to take up residence in your head.

Sadistic Pen Pal +100

A rich and powerful woman has found you interesting! As such she sends you love letters written on the backs of paper cranes, these love letters often say something snarky or witty then explode in horrible and painful ways. Never enough to kill you but always going through your perks just enough to really hurt. She finds this hilarious by the way. Should you wish she will meet up with you and follow you on your adventures as a companion, though I don't know why you would want that.

Zombie Face +100

Your face has been paralyzed and you no longer can express emotions, this leads others to look down and be creeped out by you. It also drives you crazy with annoyance as people often ask if you have a problem or why you look like your face is made of wood.

Birds Die for Food +200 And if you aren't careful you may die for greed. You are now excessively greedy, you will make many bad decisions in an effort to sate your greed though you will never be fully able to, this need will cause you to take many risks and attempt to do things you really should know better not to do.

I DON'T UNDERSTAND YOU! +200

Normally the different peoples of this world can understand one another, the various races through the many years of war just kept their ways of speaking reasonably close enough to be understood. This doesn't help you though. From now till the end of the jump you can only understand people from the same race as you (xiuzhe or yaomo) and any attempt to speak to them will simply be an exercise in futility. You could potentially learn to speak to them the hard way, through arduous training and learning, but while it is possible in practice doing such a thing will end up taking you a long time.

War Comes +200

The world is at war and you know this better than anyone. In order to not be caught in it you must stay on the move, any time you stay in one place for more than a month a chaos rift will open allowing yaomo soldiers to attack you and whatever jie you are currently staying in. Good luck explaining to everyone why this keeps happening everywhere you stay, someone is bound to get suspicious. Should you be a yao or mo then either opposing yaomo factions or xiuzhe factions may appear, Either way good luck taking them on!

Amnesiac +200

Something went wrong upon your entry to this world and now you cannot remember anything. The only thing you remember of your past is your name and some very general common knowledge from this jump. Good luck getting by because you are going to have to relearn a lot to survive.

Constant Escalation +400

There is always a bigger fish and someone somewhere can always beat you up. Never before has this adage been so true, no matter how strong you get somehow there will always be someone more powerful than you in this world and fate will conspire to bring the two of you together. Sometimes this can be solved peacefully but other times this will lead to a fight you may not be able to win fairly.

Stars in Daytime +400

Somewhere near you a great old yaomo has been injured, this has caused an event known as stars in daytime as the day sky was suddenly lit with the stars brighter than they had ever been at night. Because of your proximity to this event many of the most powerful sects in the land are hunting you thinking that you had some part in the event, possibly by having something to do with this great yaomo. I hope you are good at running because if they catch you a quick death will be something you pray for.

Canon Fodder +400

It seems your sect has found its self in the eyes of a larger more powerful sect, maybe they want your lands or see you as simply disposable pawns in their wars, maybe they just do not like you. Whatever the case anyone you care about will become a target, if taken they will be put to work as soldiers, bound with jinzhi so that though they are aware though they will no longer have control of themselves and must do as ordered and sent into countless battles by those heedless of their well being. If killed then someone else will take their place within a year.

Hard Mode +600

Coming into this jump has caused a few problems with the local metaphysics and as such you seem to have lost your powers including access to your warehouse. This may not kill you right off but things are certainly going to be much harder. All powers, magic, and items from outside this jump are locked away until the day you leave.

Life of a flower slave +600

You must have pissed off someone in a past life jumper, when you arrived here not only did you get captured and sold as a slave, those who bought you implanted a rare life sucking flower on you. You can choose where the flower is but it causes you horrible pain every once in a while and although you have escaped those who enslaved you the flower is slowly draining your life force to keep its self alive. Should this flower die or if you attempt to remove it you will die so keep it safe. After this jump you can keep it as a purely aesthetic choice if you wish.

Growing a Bit too Fast +600

It seems your cultivation has taken a bit of an odd turn and in a certain way it has grown far too fast, this means any attempt to cultivate any more than at a snails pace only makes you experience pain at least and can cause lingering permanent damage at worst, This means your cultivation will basically be stunted your entire time here capping you out so that you will need others to protect you from most dangers. Luckily this goes away after this jump, however it will be extremely unpleasant while here.

End section.

Stay here- you have taken a liking to this world and thereby chosen to stay, I wish you a happy life jumper.

Move on- Onward to adventure!

Go home -you have grown tired of jumping and now you wish to end it. God speed jumper.

Cultivation Method Customization Table Every background receives a certain amount of points in order to create their own unique cultivation method with. Using these special points choose from the list below to create your own personal cultivation method with which to train yourself in. If you wish you may use this cultivation method to teach others to cultivate after the jump.

Each Background except for seal xiu start with 35 points to make their own cultivation method. Seal Xiu start with 30 points as standard. . .

. ☆REMINDER☆ YOU CAN EXCHANGE 100 CP FOR 5 CULTIVATION METHOD POINTS BUT YOU CANNOT EXCHANGE CULTIVATION METHOD POINTS FOR CP.

Focus

Every cultivation method has its focus, the thing that that method enhances and makes better. Normally these are only one thing however for a price you can add more focuses to your method.

Enhancement: 5 (free drop in)

Your cultivation allows you to have greater control over things you create making it easier to cause these things you have a hand in making to be all around better than what others could accomplish. Cultivating in this way allows you to permanently enhance creatures and plants you grow making them more robust and healthy. Farmers will either generally choose one specific plant or one specific field to enhance in order to get the greatest amount out of their cultivation.

Control: 5 (Free seal xiu)

Your cultivation method increases your control over your seal formations and forging, more control means you can make even smaller more complex formations or do very precise work in the effort to create better talismans. Xiu who cultivate in this method often have many small tricks to enhance their forged talismans. Usually the seal xiu will generally select one talisman out of all of theirs in order to gain the greatest effect from this.

Sword: 5 (Free sword xiu)

Your cultivation enhances your sword technique granting you amazing killing force and allowing you to use your sword to destroy your enemies. Sword xiu enhance their sword skills and boost the effectiveness of their sword strikes.

Body: 5 (free body cultivation xiu and Mo)

Your cultivation method slowly enhances your body making you stronger, faster, and overall more durable.

Mind: 5 (free battle general and Yao)

Your cultivation enhances your mind making your thoughts clearer, your mind sharper, and your ability to learn and see patterns even more amazing than it already is. Though not normally as flashy as other cultivation methods it is incredible what can be accomplished with it.

Effects

How your cultivation method interacts with its focus, each focus and effect have different ways of combining to create different effects depending greatly upon the way they are put together. Effects are the short term effects that are activated in times of need and are similar to a unique spell as opposed to permanent effects. The greater your level of cultivation the more of an effect these effects will have.

Effects may be bought multiple times.

Permanent Tempering: first purchase free then 3 per each additional purchase. This manner of cultivation increases the strength of your focus boosting its durability and strength. Multiple buys of this option increase the amount that the focus is strengthened by half for each purchase.

Boost mode: 3

Your cultivation method boosts your focus greatly, this gives you a short term increase to all focuses your method interacts with. A body xiu may become temporarily much stronger while a seal xiu may temporarily have intense spikes in focus and control.

AoE: 3

Your method effects not only you but those around you. Either by creating an area around you or your target, for a Sword xiu this may allow them to apply their techniques to many people at once while a battle general may choose to enhance the minds of those around him. Either way this allows your method to widen its effects from one target to many.

Illusions: 2

Your method creates an illusion around you or your target causing those who see it to see what you wish while it is in effect. A sword xiu may cause himself to become temporarily invisible for instance while a body cultivator may use it to cause his enemies to be unable to see his strikes. Each purchase of this causes your illusions to be slightly more real and slightly harder to break.

Elemental Enhancement: 4

Your method enhances its focus with an elemental property. For each instance of this option taken you gain one element added to your method, a farming (drop in) xiu may use this to enhance his plants with fire elemental properties making them harder to burn while producing their own heat or while a sword xiu may use it to enhance his strikes with an elemental burst. Battle general cultivation are a bit more metaphysical with this, cultivating the element of water may make them more calm while cultivating the element of lightning could make their thoughts lightning fast.

Constructs: 5

Your method allows you to create a construct that aids in your cultivation. A body xiu creating personal armor or a seal xiu making birds that fly from his talismans are both examples shown in the past. When combined with element enhancement this allows for the creation of an elemental construct such as the afore mentioned birds being made of flame.

Extended Range: 2

The range of your method is greatly extended allowing your weapons to reach further or you to control your talismans from further away. A sword or body xiu may use this to be able to attack further enemies while a battle general could use this to extend the range their senses reach to better aid in their planning.

Precision: 2

The ability to accurately control your abilities both how and when they are used precision adds control to your techniques, this is especially helpful to seal xiu but other can use it to focus their attacks or skills to a specific area that they may better harm their enemy. In battle generals this grants them greater attention to detail while a drop in may use this precision to carefully select traits to propagate or remove from their creations.

Script: 3

This method produces seal scripts from your cultivation energy either permanently engraving them upon a target or forming them in the air before you. Some seal xiu use this in conjunction with their seal magic to create on the fly seal formations while body cultivators have used it to place a life draining curse on their enemies.

Cut: 2

This method adds edges to your cultivation allowing it to cut into your enemies as your cultivation deepens so too does its ability to cut. This has been shown as used by sword xiu to add to the slashes of their swords in order to allow them to cut through things they normally could not harm.

Bludgeon: 2

This method allows your cultivation to cause concussive damage through blunt force. Often times body xiu use this to add force to their punches or strikes and in the past seal xiu have used it to add impacts from the use of their seals to great effect.

Charge: 3

This method grants your cultivation a sort of charge mode allowing you to increase its power by undergoing a period of "charging up" before use. Body xiu often use this with their punches concentrating their power into the punch for more explosive damage while battle generals have been shown to use it in conjunction with various trainings (such as battle chess) to undergo flashes of inspiration on the battlefield as plans they may have had come into place.

Flight: 2

A common ability of cultivation methods of today is that after a set period of cultivation (generally a few years) the user gains the ability to channel their power in order to fly. The speed and length of time increases as their cultivation deepens allowing them to fly for longer periods even faster. The speed of someone starting out is generally no faster than a brisk walk at a height just skimming over the ground.

Life steal: 3

Your cultivation grants you the power to drain the vitality from your target, though this does not mean it will heal you for very much (if at all) it will weaken your target with each hit, for example farmers may choose to employ this to give their ling plants the ability to take nutrients from pests and insects in them or a sword xiu may employ this to make their sword remain sharp while in battle.

Permanent Construct: 5

This method of cultivation creates a permanent piece of equipment from the users body, either a weapon such as a sword or spear or a piece of armor such as a breastplate or helmet. This armor grows or weapon grows stronger as the cultivator grows stronger.

Ling Draining: 4 Your cultivation has the special property that it can drain the ling power or magic from your enemies techniques blunting or possibly even blocking them outright. How you use this is up to you it has been shown in the past to be used to weaken opponents who rely on illusions or prison formations allowing those using it to defeat enemies much stronger than they otherwise would be able to.

Abnormal Physical Mutation: 4

Some forms of cultivation cause the user to change physically, these mutations are generally not displeasing to the eye and have a variety of uses. Shown mutations are the ability to breath through your skin, growth of scales for defense, and enhancing the vision by altering the eye structure of the user. Although these may be odd they are not displeasing enough to the eye to cause much notice and may be turned off at will. Each purchase allows you to add one physical.

Temperature immunity: 5

Something about your cultivation method grants you immunity to extreme high or low temperatures. At its lowest levels this ability means you may be able to safely hold hot coals while at its greatest you may be able to withstand 2000 degrees Celsius in either direction (this will take hundreds of years of cultivation to achieve).

Toxin Immunity: 5

Your method allows your body to neutralize toxins and poisons at an amazing rate at its lowest point this merely means you will find it difficult to get drunk however at its highest you will find yourself completely immune to toxins and poisons of all kinds (though it will take hundreds of years of cultivation to achieve) as a sort of side effect you can use your blood as a neutralizing agent for many poisons that exist so long as they would normally not affect you.

Special Cultivation Methods

Not all cultivation methods are the same and many of them find some very odd ways to deepen the users cultivation. Here is where you determine how your method is best practiced. You may buy multiple types of cultivation methods to increase the ways you cultivate.

Meditation: free and standard.

Your method absorbs ling energy from your surroundings as you sit in meditation. This is the most common method of cultivation. All methods can be used in this way.

Paired Cultivation: 2 (FREE WITH LIFELINK SIDE EFFECT)

Your Cultivation can be linked to the cultivation of another binding your souls together closely, as long as either of you cultivate the other will receive the same results from doing so. Though paired cultivation is extremely rare the results can be staggering. This is limited to Cultivation between two people and often is permanent once the cultivation of the two is linked.

State of mind: 2

Your method works better when you are in a specific state of mind, for instance when you are calm your method may work better or maybe when you are angry your method becomes easier to cultivate in.

Specific activity: 3 (First purchase free for Mo) By performing a specific activity you automatically build your cultivation, slowly adding to your comprehension and power. This activity could be anything from walking to fighting to even sleeping under certain circumstances. The important part is that you do this activity in an effort to increase your cultivation base.

Place of Power: 3 (First purchase free for Yao)

Certain places emit different types of energy in this and all worlds, under certain circumstances such as being in a certain place your cultivation rises much faster than in other places. Your place of power may be a temple or it could be in a volcano or a bar. Whatever the case when cultivating in this environment you will be immune to the ill effects it may normally have on other people, for instance while cultivating in a volcano you may be immune to its heat, this only works while cultivating however so prepare accordingly.

Communal: 4

Your cultivation is better used in groups allowing your understanding and power to deepen greatly when used with others who practice the same method of cultivation. The power of your techniques as well as the rate at which you cultivate power is greatly increased when in a group.

Cultivation Steal: 4

One of the rarest and surely most feared types of cultivation, Your cultivation method growth is slightly slower with this however in exchange for that minor growth lag your cultivation takes a portion of the cultivation (or a portion of their soul) upon death allowing you to quickly supplement your own growth. Talismans and swords forged with this cultivation will grow to gain a terrifying bloody presence while a Battle general may use it to take a very tiny part of the cultivation of those who die fighting against his army. Though you could also use it to take a portion of another's cultivation without killing them if you choose this requires some form of predetermined agreement or bet.

Automatic Tempering: 5

This method allows you to automatically cultivate at all times however it is much slower than other methods. Every moment spent will automatically cultivate a certain amount of ling energy for you (provided it is present) equal to 1/5 the amount that you would be able to achieve through meditation cultivation in the same amount of time.

Domain:5

Domains are areas around you that take on the aesthetics and powers of your cultivation and express it upon the world, the area of domain you can express is very small at first, limited to the area directly around your body of no more than 2 feet, however as your power grows so does the area. Those who come into your domain find themselves being suppressed, unable to exercise their full powers (the effect is greater the greater your cultivation is compared to theirs) while also strengthening you while inside this area.

Aesthetics

Some cultivation methods have certain aesthetics that do not actually increase their power but make them seem more mysterious or awe inspiring. This section allows you to customize yours.

Sound: 1 The use of your cultivation method creates a sound for all to hear, maybe it is a dragons roar when you slash your sword or a Buddhist chant when you make your seals or maybe it is the opposite and the area around you undergoes a complete lack of sound becoming silent as you plan and plot his to move your units in battle. How this manifests is up to you.

Body Art: 1 When in use your cultivation method create some form of design or symbol on your body, this could be simple as your skin turning to gold or something as complex as a blooming lotus symbol on your forehead that opens as you use your power. Each purchase allows you to add one effect to the looks of your body while it is in use, these changes do not add anything to the effects of your cultivation.

Fog: 1 Your cultivation causes a dense cloud of fog or smoke to form around you or your weapon when you begin using it. This fog may be any color however it will eventually dissipate after use. More purchases of this will cause this fog to last longer.

Aesthetic construct: 2

This method allows you to add a form of construct to how your cultivation manifests, while not durable enough to be used for anything except looks these constructs can add to the aesthetics of your cultivation. Ghostlike flames surrounding your body or weapon that do not have any heat, phantom women embracing you, or even great horns and a crown appearing on your head are things that are possible however be warned that these are completely etherial and have no real effect.

Permanent Marking: 1

A type of mark gained by users of your cultivation method, it can appear where and how you choose either as a tattoo on their body as a change in their appearance such as their hair changing permanently to a certain color. Each purchase allows you to make one permanent aesthetic change to the users of your method.

Light: 1

This adds lights to your cultivation method letting you create or remove a small amount of light from your focus. The more purchases you take of this the greater the amount of light it creates or removes.

Skin smoothing, beauty enhancing: 3

Practicing this kind of cultivation technique will slowly enhance the beauty of your skin as well as making you slightly more beautiful or handsome. This doesn't necessarily do anything other than make you more physically attractive but it may make a few heads turn.

Side Effects

These are the negative drawbacks to using a certain cultivation technique, you do not need to take any of these as they are completely optional. Taking these however will allow you to gain more points for use in the cultivation table. Taking the same option multiple times increases both the duration and intensity of the side effects. These side effects will apply mostly to those you are teaching this method to and will not override any perks you may have. Just to be clear trying to stack too many of these such as deadly Teaching Requirements Can make this method nothing more than a lesson in how to slowly and painfully kill yourself if you choose to practice this method, and so to keep such an event from happening you are limited to three tiers of each side effect (meaning that you can take each of these side effects up to 3 times).

Lifelink: (Optional side effect for paired cultivation)

The life of the two people linked by your paired cultivation are invariably linked, should one of them die the other will die as well. No distance or walls can stop their fated end together.

Pain: +2

Cultivating in this path causes physical pain to the user, either the pain occurs while actively cultivating or while the person uses their cultivation.

Energy Intensive: +2

Your cultivation method uses up a large amount of your bodies energy making you tired and generally lazy after use to the point that you may be unable to stay awake after intense use of your cultivation.

Phobia: +2

Something about your method causes its users to become deathly afraid of something. Maybe they are all afraid of spiders or fire, maybe they think ketchup will cause them to die? Either way this causes a permanent phobia of one thing in all who cultivate in it. With time this phobia can be overcome but it will be very difficult. You may add a different phobia for each time you take this option.

Powerless: +3

Your method causes those who practice it to lose all power gained from their cultivation once a month, leaving them vulnerable once a day every month.

Weakness: +3

Your method creates a weakness in the body which has potential of turning deadly to those who cultivate it. Maybe it has a chance of damaging the meridians in their veins or possibly it puts too much strain on the body for some people to cope with it. Either way if not careful this weakness can become deadly.

Abnormal disfiguring mutation: +3

Something about your cultivation causes horrible physical mutations in those who practice it, whether it be an ugly fangs sprouting from their mouth, withering of the limbs, or ugly marks on their face and body something stands out making people generally find those who practice this technique unattractive in some way. It is possible to fix these mutations but if they are removed they have a habit of leaving terrible scars if not properly taken care of.

Insanity: +4

While using this method of cultivation you gradually lose your sanity, either flying into a rage filled bloodlust or just generally losing your touch with reality while you are using your cultivation. Maybe after you use your cultivation you fall into a stupor unable to discern reality from fiction. Either way its bad.

Deadly Teaching Requirements: +4

Those who seek to learn this technique must undergo some form of dangerous and potentially deadly ritual as part of its initial learning process. Your body temperature growing high enough to ignite nearby plants for a short amount of time, being frozen solid, or having the blood in your veins reverse its flow are all types shown in the past. Taking this multiple times adds a different deadly trial each time.

NOTES

The ranks of Xiu are as follows Lianqi (Forging Energy) (normal life span basically normal folks), Zhuji (Establishing Foundation) (normal life span can do some small tricks with ling energy), Ningmai (Congealing Channels)(normal life span, starting to get good at controlling ling energy), Jindan (Gold Core) (Three hundred year average life span, GOOD at controlling their ling energy. Immensely more powerful than a normal person), Yuanying (Nascent Soul)(average life of Five hundred years, when two of these fight entire cities or islands can dissapear in the chaos.), Fanxu (Return to Nothingness)(average life of Seven hundred years, power unknown at this time.), Dasheng (Great Vehicle)(average life of One thousand years, power unknown at this time.)

Cultivation customization points are priced as they are because seal script and forging cultivation is notoriously difficult to grow in. This is depicted by their cultivation method here starting with less initial points.

After this jump those you teach are not REQUIRED to use ling energy to cultivate, it will however be much faster and easier for them to cultivate with it. This is basically the difference between getting water from dew drops and the occasional rain storm (without ling energy) and having a working clean freshwater well (with ling energy)

The sword cave allows those inside it to comprehend sword energy (also called sword essence) by experiencing how the sword energy moves, reacts, and changes they will gradually come to learn how to make and control it on their own. Going into the sword cave will not kill you but it is very unpleasant.

Sword energy can be used to cut or harm things from a distance as you are basically shooting and controlling tiny razors made of energy.

If you take ancient mentor with voices in your head you can have a mentor who is a giant ass, or you could have a good mentor and the assat voices. Its up to you.

Fruit and such taken into the ten finger prison can be traded amongst the people there and removed from the prison by whoever has it. This has led to a bit of a barter system where people use golden soul fruit as money in the story.

You could keep the voices in your head after the jump, but they really are not useful.

Ancient mentor could teach you stuff from other path such as how to cultivate sword essence or how to grow ling plants but it will take a lot longer and chances are it will not be pleasant. Zuo mo learned sword essence by his mentor in his head stabbing him a few thousand times with a sword. Zuo mo had to pay him for this. While your mentor may be nicer some methods can only be taught with extreme means.

Yao art how will teach what you want it to teach for instance if you know greater yao arts it can teach those, it will not teach things you do not know (the exception is it will always be able to teach little yao arts even if you do not know them)

Shen power- The three powers are each branches of shen power. Cultivating the three powers can help to advance shen power. The warriors of the ancient tribes have another identity. They are the totems of their tribes, they are thought of as the gods of their tribes. They are entities that the tribes sacrifice to and worship. That is why ancient tribes have temples. They would receive the belief and ceremonial sacrifices of other people to help raise their shen power and become the totem warriors of the tribes.

The three powers are the three types of cultivation, mo skills, yao spells, and ling cultivation techniques these roughly equate to mind, body, and spirit (yao spirit, mo body, ling soul),.

If your cultivation contains automatic tempering and you take the growing a bit too fast drawback you will be slowed to a rate comparable to a cultivator without it and only experience the pains if when you actively attempt to cultivate.

Questions on how permanent tempering works? Each time you buy a rank in permanent tempering it increase your gains from cultivation, so lets break this down to simple math numbers.

If Body Cultivator A is cultivating his body (which is his focus) and he sits down and cultivates lets say he achieves .1 point of cultivation, this means his strength will increase a minute amount going from 1 to 1.1, however if he also had permanent tempering in his method his increased gains would have instead been .15 (so 1 to 1.15). Now if he had 2 ranks it would instead have been from 1 to 1.2, the amount may seem tiny however with cultivation small numbers can make a huge difference in the long run.