

Fate China Legends

By Valeria

Introduction

Locations

Timelines

- Xianxia option
- Lostbelt kingdom

Origins

Bunch of single origins, you can pick two for yourself

Politician-

- -Qin Shi Huang
- -Sima Yi (Courtier?)

CASE FILES EV

Consort

- -Wu Zetian
- -Hinako/Consort Yu
- -Yang Guifei

Commander

- -Xiang Yu
- -Prince of Lanling
- -Qin Liangyu

Warrior

- -Lu Bu
- -Red Hare

Strategist

- -Zhuge
- -Chen Gong
- -Han Xi

Monk

- -Xuanzang

Divine

- -Sun Wukong
- -Nezha

Martial Artist

- -Li Shuwen

Criminal/Outlaw

- -Yan Qing
- -Jing Ke

Age/gender stuff

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

108 reincarnated stars of destiny, based on Yan Qing. Research this more. Water Margin. COMPANION OPTION?

Veteran- at mental and spiritual peak. Can stay in a state of serenity and quiet confidence no matter what occurs, and guide those around you to a similar state. Excellent at meditation and introspection. Add in teaching stuff here.

Breathing and Walking (True)- complete and instinctual breathing and walking. Turns self into a magic circuit, letting you actualise magical things naturally. Takes the form of wuxia bullshit maybe? Works well with martial arts

Divine

-Sun Wukong

-Nezha

A loyal disposition, being able to make believable and sincere your true loyalties, in turn getting others to trust that you are loyal to them. Maybe fighting harder/more effectively for those you've given your loyalty towards and inspiring similar feelings in those that fight for you? Qin based. Bonus against bandits/criminals/enemies of the one you are subordinate/loyal towards

Xian/Elemental

-An elemental, like Yu

-can draw unlimited amounts of energy from natural world

-Can draw much more energy by sucking blood

-Can manipulate world as an elemental, including telekinesis, element control and more.

-powerful physical stats

-Can easily conceal presence in natural world, can outright combine with the natural world

-Shares similar traits to vampires/true ancestors, such as immortality, time healing and more

Artificial Zhenren. Grand level being. Perk for Qin's human body Applying eclosion ascension to sage ancestor/akuta spirit body. 8 03 20

-Perk for the Epang palace machine body?

XIANG YU ROBOT STUFF, LOOK INTO LOSTBELT

-Robot body, powerful and equal to Xiang

-Xiang's calculation, potent combat prediction and able to simulate long term scenarios, even in other worlds.

-more?

Politician-

-Qin Shi Huang

-Sima Yi (Courtier?)

Hearts of the People- 100

An adept in the arts of political intrigue and the administration of the state, you are far from a stranger to social games and oft deadly negotiations. Quite the prodigy even, given your rare talent for seeing the bare hearts of those around you. Understanding their dreams, beliefs, pain, fears. It's this understanding that supports your charismatic leadership, helping you guide others to heal old wounds and support the most righteous beliefs. Which just happen to be the ones you yourself believe in. With your easy understanding of political movements and societies on the macro scale, it would not be difficult to begin creating a cult of personality around yourself. The king who understands his subjects can easily become a beloved ruler.

Emperor's Command- 200

To rule in China is to war in China. Military action is but another tool of diplomacy with a surprising amount of crossover. Those such as you find that the greater their talent as a ruler or political official, and the greater your presence, the mightier your armies will grow. You'll realise how easily your administrative skills translate to keeping an army efficient, how your charisma inspires your men to fight like cornered tigers for months on end, even to craft horribly deadly strategic plans. Such is true in reverse as well, with your talent and achievements as a military leader increasing your prowess as a peacetime leader. Imbue your people with military discipline and the wills to work until they drop. As either side grows, you'll come to develop an almost tangible presence of authority to awe and cow those before you.

Imperial Cultivation- 400

Absolute rule is a gift that so many have squandered. It is a chance to sculpt an entire nation to an ideal but so few have the skill and fewer still the will to see it through. To you, society and politics are just the start, as you effortlessly lead all but the most skilled adversaries around in circles to achieve your goals, even those few struggling to keep up. Even the most cunning schemes and dishonorable tricks become easy to pull off, as you excel at concealing your true intentions.

Your true focus is the long term change of kingdoms and political factions to the forms, culture and laws you desire. You possess a comprehensive understanding of all aspects of life and how they interact, from the lowliest farmer and artisan to the many feuding nobles and the secretive magi sects. With this understanding, comes the ability to cultivate it as you please, easily working around the resistance of others to change. Once in a position of power, you know how to begin guiding disparate groups of people to slowly develop. New policies that appear innocuous at first but develop as desired years down the line. Social works to alter the landscape for projects a generation later. Even within a mortal lifetime, you could unite many kingdoms into one great empire. What could you do with an immortal's span and an empire of your own?

Imperially Privileged- 600

It is only natural for an Emperor to possess all things. Simply unacceptable for one to be unable to perform in all areas of need. The blessing of this position is that you can take what you need by force, emulating the skills you need to a superb degree. By applying your will, you can force yourself to become an expert at a variety of tasks, the only limit being that they must in some way be associated with the position of Emperor. Swordsmanship, tactics, horsemanship, social charm, the creative arts and more. A dozen skills at once could be maintained, though each would fall short of mastery and far short of the superhuman heights some can reach. Should you already have proficiency in something you claim power in with this, your existing skills will instead be enhanced greatly.

The same imperial authority that grants the above can also be used to enhance yourself overall at the cost of lessening all those around you. Friend and foe both find themselves sharply weakened overall, in and out of combat, while in your presence. In return, your own skills and abilities are greatly enhanced. But this form is the embodiment of an Emperor's absolute authority, seeping such thoughts into your personality the longer you retain it. Though it may make you mighty, you'll be left to stand alone and become increasingly tyrannical with its' use.

Consort
-Wu Zetian
-Hinako/Consort Yu
-Yang Guifei

DA JI?

Consort Dreams- 100

Raised as a noble lady in your time, you've a wide education on comporting yourself, noble matters and the methods to conduct espionage at court. Though no master, you are very much able to create your own bloody schemes and hide your criminal acts. You can restrain your own feelings, not just to ignore humiliation and pain but even to force down inhuman impulses for countless years at a time. Wish it and you could make yourself commit any bloody or cruel crime for the sake of your goals, burying the guilt far below. Such a patient mind is well suited for cunning games and waiting out the outbursts of violent men. They may look down on you now but it'll be worth it once you're on top.

Princess of Pain- 200

It's time for torture and scarce are those more suited than you to extracting screams of pain. Years of sadistic games giving you the experience or an inborn talent for misery, you've mastered the many ways to cause pain and break the wills of others. Physical pain, emotional anguish, isolation and so on. The exact methods to cause it as well as the understanding of the human mind as to limits, pushing people past them and moulding them after they're broken. Break them into enough pieces and they could become whatever you desire, in time. Should a subject try to fight back, you'll be able to show an uncanny ability to turn torture implements into deadly combat weapons, even the most impractical becoming dangerous tools. Your knowledge of the body also helps in a fight, allowing you to hurt tough opponents even if you lacked strength yourself, such as the case of many cruel young princesses.

Lady's Claws- 400

You don't need to grasp the heart of the nation to survive in the courts. You just need to understand the individuals with actual power. You're as lost as anyone when it comes to understanding the masses but individuals and their strengths of weaknesses are open books to you, particularly in how to make yourself appealing. You can discern the desires or interests of others and figure out how to adapt yourself to catch their eye, even to keep their interest for years at a time. String along a gaggle of wealthy admirers or trap a powerful lord in an addictive infatuation.

Understanding the weaknesses of others has aided you in knowing where to strike your rivals at their social weakpoints and the knowledge of personal strengths teaches you who is most effective as an ally or servant. Given time to study someone, you can seem like the perfect anything, by moulding your image and outer character to their inner desires. The perfect wife, the perfect leader, the perfect servant. Anything to climb higher.

Outer Fairy- 600

Three thousand beauties gathered from across China and yet, without compare, you outshine them all. That visage is one that leaves destruction in your wake, countless powerful men driven to terrible deeds in hopes of catching your eye or possessing you for themselves. With your well developed talents as a consort and courtesan, leading them in desired directions is quite possible. Even those of an inhuman nature are susceptible, exemplified in the gifts you've received from an eldritch patron.

A strange blue fire wreathes you when desired, powerful energy from outside of reality. The gift of an Outer God, it scorches and annihilates anything you direct it against, while empowering your own body and gifts. Incinerate entire regiments of soldiers or grant yourself the strength to harm even heroic spirits. The flames can be channeled into tools or abilities you possess to reinforce them greatly, allowing an ordinary consort to accomplish magical feats. A skillful Biwa song might summon destructive fire spirits to dance and slaughter your enemies. If your charm or beauty happened to develop further, the passions twisted with these flames will grow hotter and allow you even more power.

Commander
-Prince of Lanling
-Qin Liangyu

War-Born- 100

Just as some men are born with a talent for brawling, you were born with a natural understanding of battle. Even without a day's training, you sense how war should and could work in your time, along with various ways to turn a battle to your favour. A natural wisdom for command that makes you a capable military leader on it's own, albeit one with ideas not coloured by any sense of morality. Pair it with real skill in strategy and you'll be able to quickly adapt rigid strategems to almost any situation on the fly.

Resounding Command- 200

A sense for armies as a part of your own body. Your voice and presence for command give you a preternatural level of control over your forces, even those who've barely been with you for days. They respond quickly and decisively to your commands, should they be loyal, as your voice echoes across the breadth of your forces. Preplanned strategies become reflexive actions even to peasant levies, drawing on your commands as instinctual responses. Your voice will never be lost in the confusion and even magic struggles to obscure it. Even a novice could do a great deal with an army that responds perfectly to his every intention, provided he gains awareness of the battlefield situation.

Bewitching Beauty- 400

With such radiant beauty on their side, who would not fight with their all? Yours is a face that could bewitch cold-hearted brutes, leaving anyone short of a disciplined veteran entranced and distracted for a time. Your voice is similarly beguiling, drawing attention and soothing wrathful tempers with a few words. In a pitched battle your visage might not stop the enemy cold, unless you suddenly revealed yourself, but it has potent effects still. Your allies will be able to draw on the strength of raging tigers, their morale heightened far beyond reasonable levels as long as they can see your beauty unmarred. A wound to your face might only inspire them further, in fury. Your enemies, on the other hand, will feel disheartened and demoralised as they oppose you. Strength leaves the blades of men who can't bear to hurt someone so pure.

Great Wall- 600

Leave the grand movements to the strategists. On the battlefield, the only word that matters is your own. A peerless general, the sort who could pierce through an army of ten thousand soldiers with barely five hundred men, before turning around and protecting a city from those thousands with ease. The most valuable treatise on battlefield command are whatever notes you've most recently written, as you constantly find ways to adapt and evolve your military might. Unlike some of your peers, you've little business with dirty tricks, aside from the best ways to counter them.

Instead, your greatest ability lies in drawn out battles and affairs of endurance. Repelling sieges, smashing castle after castle and long marches are your forte. Not only in tactical skill but in something your men whisper of as a supernatural force. They believe that your presence as the head of an army imbues the men with superhuman vitality. That their bodies can run for hours without rest and shrug off deadly wounds for hours, when they'd normally be felled in minutes. It might just be sheer talent at maintaining morale but few mortal armies can keep up with one headed by yourself.

Warrior

Rough Training- 100

A sight to behold on any battlefield. A body honed to have the strength of a hulking bear, and quite likely the size of one too, through years of intense training. In the process of training this form, you were also taught to be a fine swordsman, spearman, archer and rider of horses. To match it, you have an instinct for the battlefield that allows an unnatural perception of the conditions. Even in the bloody thick of it, you can glean an understanding of how a battle is progressing, as well as when the best time to run might be. It even helps you keep the edge sharp when lost in a bloodrage, ensuring your madness won't dull your skills.

Rebellious Spirit- 200

Words are for the weak, real men decide their fate with razor steel. Even when those simpering officials try to bring you to heel, you ignore them with a laugh. Your spirit is such that entire armies and the worst of monsters fail to make you flinch. Distractions, feints and confusion can be ignored by setting yourself to unbreakable focus on a desired target. Even when gilded by magic, most attempts to control, charm or sway you can easily be ignored in this way. This brutish manner can make others cower and accept your shirking of laws or customs, your growing power turning into an aura of dominating fear to any opposition.

Cavalry Exemplar- 400

A man of the horse, if ever there was one. Running for hours or days has never troubled you, your stamina essentially inexhaustible. Running strengthens and hastens your body, though it bleeds away once you stop, and you can force yourself into bursts of unreal speed in an instant. But on a horse, you leave even this behind. Born for the saddle, you can push even a lame beast to unreal feats of strength and agility, crushing stone and leaping gorges. A proper stallion could dance through an enemy army or run straight up a castle wall. You can transfer a portion of your physical prowess to any ridden horse, more so the higher quality the horse. They share in your previously mentioned running abilities and the mere act of riding ensures that your combat skills are sharpened. War simply makes more sense from the back of a horse. From the way any of your steeds soon learn to tear out throats or kick in ribcages, even without instruction, it's apparent they agree.

[Peerless]- 600

A honed body and sharp skills worthy of the strongest of the Three Kingdoms. You are a master at the arts of war, able to wield any weapon found in these olden times with the skill of a master. Your form is likened to that of a demon, tearing through men and monsters like a scythe through wheat. Enough to match with demigods evenly. These skills and this power together make you a match for whole armies or a threat to some of the strongest beings in China. But it is your instinct for combat that is the most dangerous. The breadth of your experience and the natural talent for it allow you to instantly react to any combat situation, no matter how bizarre, with a considered response. There is no hesitation in your fighting techniques, your body moving the instant you recognise a threat. Surprise attacks are blunted and you can instinctively repurpose and adapt combat moves on the fly. Even totally unknown situations, such as being forced to fight underwater or midair, are adapted to and handled as if you had already trained for it. Trickery is worthless against such a peerless warrior.

Strategist

-Zhuge

-Chen Gong

Tactician's Advice, core of a strategist. Analyzing and understanding the situation, to give correct advice. The smarter you are, the more you know, the better your advice becomes, most potent in military matters. Comes with basic training in military strategy, with a talent for rapid adaptation and learning from mistakes

Discerning eye and strategists command. Seeing the talents of others and knowing how to put them to use, as well as being able to draw them out with commands, even to forcefully heighten morale and physical ability with strategy?

Chen designed God Force. Tool design and more? Though appearing and functioning on the level of powerful magical items, these are actually just the mundane results of intelligent design, and maybe a little magic too. You've also picked up the below spells and some minor talents in using them to tip things in your favour.

Chn Gong's strategic magecraft (Deploy siege engines, arrow hails, change terrain conditions, more?)

Great Strategist- peerless talents at military command, with the ability to turn troop formations into magical territories for various effects, as well as to turn your FORMATIONS into potent magical effects, if you can supply the power. Start knowing one (Sima Yi and Shuge's NPs as examples) but study and experience can teach you more.

Unspeakable Formation- Create an illusionary moon over the area, which crushes the opponents strengths and exposes their weaknesses, putting them in the worst situation. Opponents strong on land find themselves standing in an ocean, while those weak to the sun are beneath the glaring noon star, etc.

Monk

Spirit Traveller- 100

A wandering monk perhaps but not one that has not earned their place. You've the in depth knowledge of Buddhism expected of a experienced practitioner, along with self defence experienced with your bare body and weapons like the staff or spade associated with monks. Enough to fight off a few lowly bandits in any case. There's also a tendency for you to gather interesting company around you whenever you travel, happening upon strange situations and unique people in need of aid. They might not become your friends or may even be quite troublesome, but it ensures you'll rarely have a boring journey or fail to leave a mark on the lands you traverse.

Demon Attracting Rose- 200

Rosy cheeks that bewitch evil spirits ceaselessly. Any man would be forced to admit you are a jade beauty, one blessed with a bountiful body, but it is in the eyes of demons and evil spirits that you inspire awe and desire. The closer your connection to the divine, from being godly to merely holy, the more potent this demonic attraction will become. It's easy to sweep up those attracted to you in your wake, gathering new students from the strangest of places, and those who feel such attraction are much easier to pass instruction onto. It even becomes possible to bring light to the demons that gather about you, if you spend the time they need to heal.

High Speed Sutras- 400

The ancient arts of Buddhist sutras, turn from religious practice into practical forms. You're an expert at casting spells through this medium, primarily focusing on ways to bind or seal, suppress and ward, as well as methods to destroy the demonic or draw on other aspects of Buddhism for spellcraft. One sutra you've learned in particular allows you to borrow the tools of those who have become your disciples, temporarily projecting a replica of even mighty artefacts, provided the teacher-student bond remains genuine and current. You are also exceptional at high-speed casting of your spells, letting you complete lengthy chants in mere moments and even set up warded territories that might take hours in just a few minutes. The deeper your knowledge of the sutras becomes, the more powerful your spells will be.

Sandalwood Buddha- 600

Closer to enlightenment than most can ever hope to achieve. You feel a connection to the greater world around you, bringing peace and understanding naturally. Not only is your knowledge near complete and your mere presence enough to calm and terrify in equal measure, you can draw on your enlightenment to maintain a 'Buddha Mode'. In this state, your are surrounded by light that will repel most effects against you, be they attacks or mental interference or status effects. This same light will swiftly heal you and your allies and you can even exert minor authority on the world within the light's reach. A mighty enough attack, in comparison to your own power, may still break through. But you yet have a final resort, a call-out to a great teacher. By restraining this light and badly straining your own spirit, you call a part of the edge of the world, a palm from the venerable Buddha himself. This gigantic palm will seek out and crush your evil foes, striking with the force to shatter a fortress with ease. The greater the damage you let yourself take from this, the more mighty Shakyamuni's palm will become.

Martial Artist

Martial Cub- 100

Through iron discipline and mastery of the inner self, you've started on the path to martial perfection. Taken in by a sect of martial artists, you've learned much of one of the varying styles of ancient China. With your unarmed body and a selection of fitting weapons to your style, you're more than a match for a dozen armed warriors. Your fists smash solid trees with as much ease as the plank boards you grew up training on, one of many practices that taught you to have extreme self control and discipline. Your talents lie foremost in the foundational techniques of your style, allowing for easy progress and mastery of the basics. With enough effort, those same basics could become deadly secret techniques in their own right.

Tiger's Soul- 200

The furious spirit of a tiger hidden within your breast, chained down tightly until the moment you need it. Your mastery of the self lets you easily control your own emotions, intent and presence. Act with perfect logic when desired or easily conceal the intent of your blows. With further mastery of your body and Qi, one might learn to fade from the awareness of others outright. When you unchained your inner beast, you'll be able to use the savagery to make yourself unpredictable in combat and fearsome enough a sight to make veteran duelists tremble at the sight of you. The vigorous adrenaline that comes with the tiger spirit will push your physical form to the limit as well.

Sagacious One- 400

Though modern martial arts rarely has much to do with the internal energies, the situation differed in ancient times. Mastery of your Qi, the life energy within your body, is vital for any seeking perfection of martial arts. With it, you are able to leave the realm of mortal men and achieve magical abilities. Having learned to control this energy, you can enhance your body to superhuman levels, heal wounds with unnatural speed, run across thin branches as if they were sturdy stone and inflict a variety of curse-like symptoms with your strikes. Paralysing or blinding a foe with a tap are classic examples. Such skill you possess can appear similar to the true methods of Breathing and Walking, and further mastery might allow you to learn magecraft-like abilities.

Martial Peak -600

Master of masters, unsurpassed under all the heavens. To speak the name of your style, is to speak your name, so closely have the two become interlinked. You've not merely learned the lessons of your art but revolutionised it in your own right, mastering both the physical and spiritual teachings. Even an elderly man, decrepit of frame and battling severe illness, could evenly battle a team of heroic spirits relying only on sheer skill. Such deadliness is only greater with your weapon of choice in hand, a specific tool relevant to your style with which your talents are even more fearsome. Without even drawing on Qi arts, you can strike at spiritual cores, balance on water and accomplish other supernatural feats. In some ways, you have already become more myth than man.

Criminal/Outlaw

Ruffian -100

A life on the streets has taught you more than some fancy tutor could ever hope to. True, it's almost all illegal and dirty skills you've picked up but people only look down on you for that until they need you. You've gotten experience with and showed promise in just about every criminal enterprise under the sun. Theft, street brawls, kidnapping, arson, scams, gambling and even a spot of running your own gang for a bit. You're pretty good at it all, especially the street fighting part. One area that was always easy was causing chaos, essential for distractions. Making mayhem and causing a fuss is a specialty, all the easier the more high class a situation you find yourself in.

Prodigal Son- 200

Dispossessed nobility, unruly children of local officials, there's all sorts that find their way into the underbelly. Before you left the daylight world, you were seen as a rising star in the arts. An ingenious young man who'd struggled to find something he wasn't graceful at, they said. Your natural talent, and extensive training by expensive tutors, for all artistic pursuits common in this era is hard to deny. You'd be a sensation at most courts if you unveiled your work there, if not setting the trends in your own right. These creative talents aren't solely limited to art as well, being able to apply the same standards of beauty and grace to other fields with enough work. Cultivate your street brawling into a graceful display of athleticism or your speeches into enchanting oration. The beauty will only improve your effectiveness, even if moderately.

Cloaked Spy- 400

The core skills to any sneak that wants personal involvement. You've the abilities to perform as a masterful spy and thief. Both the mundane skills to slip around guards and defences, as well as an unnatural ability to conceal yourself from detection. Only similarly unnaturally keen guards or spells will be able to see more than a slight haze in the air, at least as long as you stay non-violent. Physical infiltration is only half your skillset, as you have matching value when it comes to organisations themselves. Skillful disguises and concealing your true intentions. Inserting yourself into them and gaining the trust of those involved, sniffing out dirt and valuable intel from inside, all the while preparing easy getaway plans- it's too simple. They might not even be able to find any trace you were ever there, save for their own memories.

Knife in the Heart- 600

With all their armies and claims of immortality, even the greatest emperors still fear a knife in the dark. Your agility, speed and skill with knives or poisons would let you carve a bloody swathe through even the most well defended castle. You have a mind perfectly suited for infiltration and assassination, making schemes to bypass complex defences and causing specific kinds of death become relatively easy to pull off. Even if it takes months of set up, you can weave together a chance to get at almost any target. Additionally, you'll have the will to carry out even apparently suicidal missions. The more personally dangerous your current assassination plot becomes, the more capable you'll become at everything needed to successfully pull it off, at least until you've taken your final shot at the target.

Items

You may pick 1 100CP item for free and gain a half-price discount on 1 200CP item and 1 400CP item.

Item pool design. Each origin gets one freebie, maybe a 200 or 400 discount, and the rest are open stock

The poems that Qin Liangyu gets. All are free. There are no effects, it's just some poems. Might give bonus points, less than 50 as a joke?

Wheat has been extensively genetically modified, room for a genetic mod perk?

The great wall, vast orbital structure, can drop portions of itself and allow observation across planets?

Talisman, sage art made, can seal spirit origins away to prevent servants using power. Gods too

All the sage art tech still runs on combustion engines, takes a lot of fuel

Celebrations- 50

How else are you going to run a party for a whole band of outlaws? A vast supply of alcohol found through China. Huangjiu, Baiju, beers, wines, spirits and more. The container has enough of each variety to satisfy over a hundred hard drinking warriors, restocking to full by the next night. Even an immortal could drink themselves silly with this much booze.

Traditional Ink- 50

Intricate art snaking around your entire body, at least as much as you'd want it to. The best tattooists in China have spent days working you over, designing and applying body art exactly to your specifications or desires. It might mark you out as a ruffian but even those against the artform might find themselves admiring the marks left on your body. You've a contact in most places who can alter, remove or add new tattoos as well for a reasonable price. Their methods surpass even what can be done in the modern day, though their styling is limited to what is found in China itself.

Benefaction- pills, advanced tech based on sage arts. Makes you happy through psychotropic effects, but boosts your immune system to superhuman levels, ensuring fitness and freedom from disease and ills. A single pill would ensure someone never catches so much as a cold. Mass produced elixir. However, it causes a lethal production of chemicals once it detects hormones signifying old age, killing people even if their bodies are healthy once they reach 80-100. Get versions without this intended effect too

Mask of Lanling- 100

An ornate face mask, crafted with masterful skill. While a pretty thing that rests comfortably on you even in combat, its' purpose is actually to protect others from your own grace. The mask will allow you to moderate and seal away abilities that activate through sight. This might mean preventing others from being distracted by your beauty or sealing away dangerous Mystic Eyes that you cannot otherwise deactivate.

Martial Arms- 100/200

An extension of your body, the tool to use in tandem with your martial arts. A weapon of some kind from these eras, such as a staff or sword. While it at first appears ordinary, it is just shy of unbreakable and will clash evenly against all kinds of legendary weapons. How dangerous it'll be will depend on your skill. If somehow broken, a similar weapon will soon make itself available, with minimal work on your part.

For an additional 100 points, you receive a fine weapon indeed. Akin to Bai Chu Qiang, it has been crafted to a level beyond that of human limits. Swords that cut through stone walls like paper or a staff that strikes as if it weighed thirty times what it feels to hold. These tools perform particularly well against a certain class of being, decided upon creation. The narrower and less grand this class, the more potent it becomes. An Anti-Divine tool would see a small buff in strength, an Anti-Hero weapon noticeably deadlier against the heroic and a sword for cutting up bandits becomes almost unstoppable against those targets.

Demi Waver- 100

A Briton has come to China. Such is the remarks on seeing you in this new avatar body, an empty vessel you or another spirit allied to you can fill with ease. The body of one Waver Velvet, in mature or youthful forms, and able to contain your presence no matter how big or strange you are. You might even feel a little more perceptive and astute while wearing this spiritual flesh-suit. Should you have need of additional bodies, one can be provided each day on demand.

Red Rabbit- 200

A prince among horses, a bloody red streak on the battlefield worthy of the greatest riders alone. This nigh-mythical steed has violently refused all riders until you appeared, deigning to allow you to ride him. He gallops faster than the human eye can track, has hooves able to smash down heavy castle gates and the foul temperament to outfight anything short of a master warrior on the battlefield on his own. To a genuinely capable rider, a strange trait will become evident. You'll be able to fuse your body with this beast, becoming half-man and half-horse. You'll be no less agile than before, your combined bodies instead moving swifter than either could alone.

Jing Ke's poisonous dagger. Extremely potent poison, other stuff.

Ku Li- 200

A cursed retinue, each man and woman present concealed behind masks. The Ku Li are your personal followers and servants, numbering several dozen in total, and devoted beyond all limits. They're capable household and personal servants but their purpose is primarily that of torture. To torture or to be tortured. Each Ku Li has some manner of tool for exacting pain, which they've managed to become capable enough in combat with to rip apart the average human easily. They share a portion of your talent for causing pain and can be summoned at a whim, wherever they've gone. Should you go too far in testing your own torment techniques on them and break one, a new masked follower will appear a day later.

Gaomi Luozhi Jing- 200

A magical book containing all the lessons of torture that Wu Zetian became infamous for. Sealed in here are not just instructions on countless ways to murder and maim but also the tools to accomplish it all. Blades, hammers, execution devices, poisons and more. Many notes throughout the book are in Wu Zetian's own writing, on ways to exact ever more extreme punishments. Your fearsome armory has become particularly potent as well, perhaps due to all the death and pain they've caused over the years, and each tool is capable of hurting something on the level of a Heroic Spirit. It might be awkward to use these things in combat without proper training, even if you can rapidly summon and dismiss them at will, but once a hero is in your clutches, they'll regret it for sure.

400

Other World Library- 400

A record of another world-path. A tome with far too many pages, seemingly created using ancient sage arts. Detailed within are technologies that would be fanciful imagining in our world, built on a divergent technological tree to ours. This is a repository of knowledge from an alternate world where Qin Shi Huangdi became an immortal being, reigning for millenia over the globe. From genetic modification, pills that reverse aging and cure any known disease, orbital super-structures, advanced war robots and all sorts of means to interact with magic. All this technology is made without the miniaturisation that our world took up along the way or even with the idea of electricity, supported by combusting fuel, large amounts of resources and sage-art inspired techniques. The only thing in these tomes is of the Sage Arts themselves and the body Qin made for himself with them.

Ruyi Jingu Bang (maybe higher?)

Bai Long (Dragon of the west concealed as horse, sanzang) (Higher?)

An army for the general and strategist options. A small but elite force of a few hundred? Or a large but untrained of tens of thousands?

God Force, mass destruction weapon of many forms

600

Fusang tree, holds a sage realm within? Vast amounts of energy and safe secrets

Companions

Import

Canon

Vitch companion, as Da Ji

China servant that takes the manniernms of someone in the clocktower, like rines or Rin or Waver

Drawbacks

Time extension

Continuity

Bandit, renowned criminal across the land, reputation precedes you on this

Tyranny +100

When in Rome, after all. The disposition of a particularly evil spirit has affected you, a level of cruelty and immorality that'd make even the more brutal nobility of these eras shrink back in disgust. While it need not control your actions, should you have the will to resist such desires, your Da Ji-like temperament will encounter all too many chances to abuse your powers and the people around you. Immediate consequences will be few to none, an easy trap for those that can't stop themselves indulging. But let your reputation become too foul and the people will almost certainly rise up against you.

Romance Years +100

It is a time of change, where you have chosen to live. The winds of war begin to blow, the stench of blood staining the land once more. Warfare will be a constant in your time here, with your personage often dragged into military affairs in some way over and over. These wars, even those featuring only mortals, will often be bizarrely brutal and inhuman in their acts. You might not be on the frontlines or face much of a threat if you choose to be but you'll certainly be responsible for countless lives in war after war. Even if you force things to end, it won't be long before some new conflict starts up. It's human nature, in the end.

Loyal service to an incompetent fool, who eventually begins to actively despise you, but your loyalty does not budge, even on suicide missions? Some method of binding you to them maybe

A monk that controls a headband you wear, forcing you to act morally or face painful backlash>>??? Just the headband?

Lu Bu's treacherous nature in subordinates

Poisonous Darling +200

A fox has caught your scent. You'll forget you're being hunted after taking this and soon enough, seemingly the perfect partner will appear before you. They're everything you could want it seems, apart from what a bad influence they are on you. They're a psychopath to match the infamous Da Ji and see you as a means to an end for spreading evil and misery across the land. With wiles and cunning to match their famous counterpart, this evil spirit will attempt to manipulate and eventually control you to live out their fantasies. If you can notice their true nature in time, make sure to nail them down tightly, as they've learned to be very hard to kill for good.

Star Crossed Lovers +300

Ah but what an eye-catching piece you are. Even eyes from the furthest away can't help but gaze on your beauty. How unfortunate for you that, of all the hearts you could catch, it is these ones who desire you. These creatures of great power, from outside of our reality, will seek to express their love in strange, scary and often dangerous ways. It'll start with one but more and more join over time, particularly if you don't keep a low profile. They might manifest horrible monsters that seek to embrace you, an unfortunately lethal even for creatures in this reality. Strange weather and cosmic signs follow you, leaving you feared and mistrusted. Bad luck dogs your wake, as alien gods seek to put you into amusing situations. Woe forbid any of them managing to manifest and communicate their love in person.

Scenarios

Journey to the West

Three Kingdoms

Ending

The end of your jump is now. You have three choices to make from the following options.

Go Home to your original world.

Stay Here in your current world.

Continue On to another world.

Notes