



Wish Upon the Stars

Webnovel by Malcolm Tent, jump by u/WarlockInTheTower

In Unity territory, power and public perception go hand-in-hand, empowering an elite class of cultivators. For most, becoming a cultivator – a superhero or supervillain – is impossible.

On his 18th birthday, Shane receives a cryptic message from his absentee father that puts everything he's known into question. Shane learns that he has the bloodline of the Wishmaster, the most powerful criminal in the universe... and that he has the ability to grant people's wishes.

The more Shane experiments with his wish granting ability, the more incredible it seems. The road of cultivation is difficult, requiring time and resources. By granting wishes, Shane can gain skills, items, and stat points. His growth potential seems limitless.

The Wishmaster has many descendants, so the competition to succeed him is steep. Until Shane is strong enough, staying hidden is imperative. But Shane is determined to get strong – fast.

His plan?

Progress through the ranks of heroes while concealing the true source of his powers.

You enter this world the same day that Shane's ability is awoken. You may freely choose your age/sex/race so long as it provides no substantial advantage. You may appear on any of the named planets in the setting. 1000cp are yours to do with as you will.

Locations

You may start anywhere you wish. A few canon locations are described

Callus

Described as a “pissant backwater production planet on the outskirts of the Conglomerate” Callus is a lower ranked world that is off the beaten path. It’s where Shane and most of his friends start out.

Stratholme

A C-ranked Imperial world. Shane and his companions spend some time here running and defending an estate that they have earned the rights to. The Imperials use a different method of cultivation, centered around ranks of nobility and Jobs.

The Tricorn

C-ranked trading hub for all of the major powers and factions. Ruled over collectively. The representatives of the gods meet here for conclaves on subjects affecting all of them.

Rackham

A small planet on the edge of the Unity galaxy. It is here that the trials for potential servants of the lost gods take place. A dangerous time, but one also rich in opportunity.

Verdenloft

A dryad world covered in a planet-wide forest called the Primordial Tree Sea. Shane gathers some followers here and also gains his soul weapon: a staff made from the mysterious Nine-Lives Reincarnation Tree.

Perks

Two discounts per price tier. Discounted 100 is free.

Ascendance Free/50/100/200

By default you will start out as a newly awoken Ascendant, with an ability of your choice, though it can’t be any more game-breaking than the Wish ability. For free you start at I-rank like everyone else, and 50 will push you to H-rank. For 100, or 200 cp you may start at G or F-rank respectively. You cannot discount this choice. You may also take this system of cultivation with you into other worlds, combining it with other Systems and the like as you wish.

Great Start 100

You now start your rise just a little step ahead of other Ascendants, and start with a point in every stat. This doesn’t do much, but does make your first rank up a bit easier.

Recursion Resistance 100

You are more resistant to the problematic effects of recursion than other Ascendants. Since an Ascendant is basically a living story, the rumors and stories told about them can have effects on their personality and mind. An Ascendant rumored to be a neat-freak can actually become one purely from the stories. Changes to your reputation are less likely to affect your personality and actions. On top of this you are more aware of recursion when it does happen.

Good Reputation 100

Word of your deeds spreads quickly and widely. This is certain to help with your stat growth as your story spreads like wildfire through the worlds. If you are of a mind to have a darker reputation then that will be what gets out instead.

Pretty Face 100

You've got a face made for the movies...or whatever they call them here. You are a solid 10/10 when it comes to physical beauty, whether that be roguish charm or being built like a brickhouse, or whatever in between the two you would prefer. Over time your body will come to be the ideal form that you wish it to be. This isn't outright shapeshifting-not for this price-but is more like slow and pain-free plastic surgery/physical training and airbrushing.

Skills Galore 100/200/400

Skills are another area where an Ascendant can truly wield great power. From combat and martial arts Skills to Alchemy and Formations. For a measly 100 you can have any of the canon Skills shown so far or a reasonable original Skill at the Beginner level. For an additional undiscounted 100 you can jump up to Expert, and an extra 200 (discounted only if you use the 400 tier discount) to gain a Skill at Master. Master is a watershed point in a Skill, so the jump up to that costs more. That is as high as perks will take you, past that you have to develop and refine your skill on your own. For your safety, your Skills will be capped so they are not too powerful for your rank, as wielding a Skill of a higher rank can put a great strain on your soul. You can purchase this multiple times for different skills. (See notes for further details on Skills)

Quick Learner 200

You learn more quickly than others, including other Ascendants. This perk doubles the rate at which you learn anything, including things like Skills and techniques. This doubles again if you are learning from a skilled teacher.

Business Minded 200

You know how to leverage any superhuman abilities you have (or even just plain human ones) toward the purpose of generating profit. It is easier for you to utilize any of your powers and skills in a business framework and even otherwise lethal powersets might wind up being highly lucrative under the right circumstances. You also know how to negotiate things like pricing and business deals quite well.

Swaying Words 200

In the world of Ascendants, yesterday's enemy can be today's ally of convenience, and tomorrow's most trusted friend. Alliances form and break as people propel themselves up the path of cultivation. You now have a knack for convincing former opponents to work with you, or even for you. This doesn't shield you from betrayal though, so if you want loyalty from them, you still need to treat them well.

Hard Hitter 200

Combat is central to the power of many Ascendants, though not all. Your attacks in combat now hit just a little bit harder than they otherwise would, as if your stats were about 10% higher. This scales with your own power obviously. Impact is unaffected by this though.

Insight 200

The world is full of strange and esoteric abilities and powers. Knowledge can be power in a very real way. You now have an innate knack for picking up on concepts and wrapping your mind around what you learn. Rather than boosting your ability to learn new Skills and Techniques this is a boost to your ability to develop new ones outright as well as progressing the ones you already have. You also know how to word requests and wishes to get the most out of them.

Luck 400

For all the importance of raw power and skills, sometimes the less measurable factor of luck can play a major role in life. Well, that factor is now one strongly in your favor. Curious happenstances will happen more often. You'll wander into a bar for a meeting and make a lifelong friend that's also a capable combatant. You'll even stumble onto troves of treasure sometimes.

Battle Freak 400

Pure power isn't the only deciding factor when Ascendants fight. Some are just naturally suited to a fight. You are now among them. This is a different effect than Hard Hitter above. Hard Hitter does what the name implies and increases the power of your attacks. With Battle Freak, you become a natural fighter. The rhythm and flow of a fight are natural to you. Every blow is another step in the dance you didn't realize that you already knew.

Stored Power 400

One benefit someone with the Wish power has, is the variety of ways that a given wish can be paid for. For instance, some of Shane's wishes are paid for with stored attacks from his friends that he can then release later. You now have the ability to store "attacks" and the like in yourself. You expend the energy and effort upfront, but can save the end result for later. To start, the most you can save is ten "attacks" equal to roughly your maximum output, and the number that you can save will grow over time. You can only save your own actions or those freely granted by others, so no using this to absorb that fireball the enemy mage threw at you.

To put this in more defined numbers; if you were capable of casting 9th level spells from a D&D jump, you could store the equivalent of ten 9th level spells, so we will say 90 total spell levels. If you were storing lower-level attacks or spells, you could store quite a few more of those, adding up to the same total.

Natural Talent 400

One of the things that sets Shane apart in the story is his innate talent for learning and even developing techniques. He is able to combine Skills in a whole host of ways that would be far more difficult for others. You now share a similar knack for the process. You can learn preexisting techniques and develop new ones in a fraction of the time that it would take others. Techniques are separate from Skills in that they are particular expressions of Skills or Skill combinations. A person might have a Skill for healing (Lifeweaving) but might develop a technique that creates a blaze of restorative energy that can even repair soul damage.

In future worlds and in other systems of magic or cultivation you share a similar natural talent. You pick up individual spells, cultivation methods and the like at ten times the rate that others do at a minimum. This can easily be compounded by other perks. This is different from Born to Rise in that this is more about individual techniques used in cultivation, whereas Born to Rise is about understanding entire cultivation systems.

Better Storyteller 600

An Ascendant is a living story, as we are often told. The renown gained from their deeds is the source of most of their stats. Via recursion, those stories can even affect the Ascendant in various ways. If they are described as being strong and powerful, their Might will increase, whereas tales of durability and endurance will see their Vitality grow.

Stories of your deeds spread farther and faster than others. By some innate quality they also tend to be told in the way you like and will more often describe you in the ways you yourself would prefer. On top of that, you are excellent at framing your own tale. You have a natural understanding of how to act in ways that most powerfully express and even manipulate the tropes that govern and manifest in your life. If other Ascendants are living stories, you are also your own storyteller. (See notes for further details) This isn't a direct power boost, so much as increased flexibility with the powers that you already have.

Born to Rise 600

Some people are just naturals at certain parts of life. You are when it comes to cultivation. You grasp the various concepts and ideas that go into forming a Path, building your Domain, shaping your Chronicle and Saga, and even understand the elusive concept of Myth by second nature. It will still take work on your part, but your path to the heights is almost assured.

In other worlds and other systems of cultivation, you have an innate grasp of things like Laws and the Dao, allowing you to grow and cultivate much more quickly where understanding is essential.

Resurrection 600

It is possible to use a wish to return the dead to life...within certain limitations. The person granting the wish has to be around D-rank at minimum, and the person being revived can't have a Mirror Soul (see notes). You have somehow gotten lucky and been granted a preemptive resurrection wish. Should you perish, you will be automatically restored to full health and strength on the spot. Your own level of strength doesn't affect this, and since you're paying CP now you won't have to pay any other currency for this wish now or ever. This works once per Jump.

Second Ability 600

It is rare, but it is possible for someone to be born with or receive a second ability. An Ascendant with a second ability has to build their Path around their second ability, but that is otherwise the only true limitation. This will allow you to choose a second ability as per the Ascendance perk, held to the same limits as that perk. It can provide immense utility or combat power to have an extra core power like this. In future jumps, you may take another of otherwise one-and-only-one powers (a second Devil Fruit, a second Stand, etc).

Items

One discount per tier this time. Discounted 100 is free.

Chits 100

A chit is a form of currency used between Ascendants. Each chit stores a standardized amount of Creation in them. H-rank chits store ten points, G-rank stores 100, F-ranked have a thousand, and so on. For 100 you receive one chit of your rank per week, and one of every lower rank as well.

Residence 100

This is a modest home on the world of your choice. Comes with all the basic amenities and bills/taxes paid. This follows you into future settings in appropriate form.

Scan Ring 100

The local equivalent of a cell phone, this item is a ring worn on any finger that combines "old style AR and hardlight tech." It can physically project images and video and is capable of recording. You also get the schematics to make more of them yourself but that will take at least some moderate skill in advanced technology or magitech.

Themed Clothing 200

You can now adjust any worn piece of clothing or armor to match a given aesthetic. This does not change the inherent properties or defensive capabilities of anything that you are wearing, but you can easily shift patterns, colors and textures to suit your needs.

Alchemical Products 200

Potions, elixirs and pills can provide stat points too, with a limit. No more than about 10% of a given rank's stats can come from alchemical sources before problems start. We haven't seen what those problems are, but let's just say they probably aren't pleasant.

This is a set of potions, elixirs and pills that can provide 10% of the stats you need to rank up each time. Each time you rank up, you get a set of these that can carry you that much towards the next threshold.

Starting Weapon 200

This is a basic melee or projectile weapon made in the style of your choice. It can be enchanted, but only with relatively minor effect. Once you rank up you will be able to find another relatively basic weapon appropriate for your rank.

Skill Library 400

This is a library filled with books describing all of the Skills that you learn and develop in your time in this universe. The books in this collection can be used to teach those Skills to others more easily and quickly. They are not instantaneous Skill Books like those present in certain video games, but reading them does greatly speed Skill acquisition and development.

Ranked Armor 400/600

This will be a set of armor you can design yourself. It will always be at the peak of your rank, with appropriate abilities. For an extra 200 this item can be a rank higher than yourself, giving you much greater durability.

Soul Weapon 600

This can be any type of melee weapon, or a bow. It will be something that pairs well with your Skills and ability. At some point on your journey you will find this item and it will be perfectly suited to you, and will in fact grow with you, ranking up as you do. You may fanwank its particulars, but this can't be anything more effective than the Ten Demons Tree staff that Shane winds up receiving. Much like other soul weapons you don't have to always physically carry this item, as it can be stored inside your spirit.

Planet 600

This is your own world, roughly the size of Earth. It is currently uninhabited and located within a pocket dimension. This world will rank up with you all the way to S-rank. The world's Impact will not have any negative consequences for future inhabitants, and will still have regions/zones appropriate for each rank. The zones will have appropriate monsters to be fought-to develop and refine your Skills-along with resources to be harvested for crafting purposes. Resources extracted and monsters slain will replenish over time.

Companions

Import 100

You may import up to 8 pre-existing companions for 100, and they each choose where to insert themselves. Each receives 800 to spend as they wish, though companions cannot take new companions.

Canon Character 100/200

You will have the chance to convince any canon character other than the gods to join you on your journey. You'll still have to talk them into it, but this will guarantee your chances. For 100 you can recruit anyone that starts the story at or below D-rank, and for 200 anyone up to S-rank or demigod. Examples below.

Shane Wyndham 100

The central character of the series, Shane starts of being raised by his "Uncle" Zeke. Upon discovering his heritage and the Wish ability, he begins the journey to exploring his heritage and power. Takes the name Solomon as a Hero at the start of the story. His friends and traveling companions include his girlfriend and eventual wife Calliope, his best friend Benji, the daughter and heir of THE vampire Bethany Lark and a host of others.

You can take any of them for this price.

Shane's honorary uncle grew up alongside and adventured with Shane's father when they were younger. He took over guardianship of Shane and once Shane's Wish ability awoke he served as a protector until Shane reached C-rank. Occasionally called Janus for his talent and skill with enchanted masks. This can be any higher ranker that you can convince to join you.

Alternatively, if you choose to be a Wyndham or otherwise have the Wish ability this can be a Wish Curse Palace guardian that will stay with you until you reach C-rank with a job of protecting you from individuals more than two ranks above yourself. You still have to convince them to join you though.

Drawbacks

Self-Insert (+0cp)

You may take the place of any of the characters in this world. You won't retain any abilities or powers gained this way without purchasing them here or earning them in-universe.

Extended Stay (+100cp)

Every time you take this, you may extend your stay here by ten years.

Bloodline Target (+100cp)

Your bloodline draws suspicion or envy. Factions and rival cultivators will actively hunt you for your heritage, no matter how well you try to hide it.

Limited Wish (+200, can only be taken if you have the Wish ability)

The Wish ability can do anything that the ability bearer could theoretically accomplish with their current stats in three days. Should you have taken the Wish ability, yours will only be able to do what you could do in two days rather than three. Be careful, cutting your resources by a third is a bigger hit than you might think at first.

Wish Fatigue (+200cp)

Using abilities that bend the rules of cultivation leaves you exhausted, dazed, or vulnerable. Overuse can cause blackouts mid-battle.

Rival Wishbearer (+200cp)

Another descendant of the Wishmaster appears in your orbit, scheming against you. They gain perks and items roughly equal to yours and will actively sabotage your plans.

Power Lockout (+300)

You lose access to any perks and powers not from this jump.

Item Lockout (+300)

You do not have access to any items not from this jump. You also are unable to access your Warehouse.

Reputation Spiral (+300cp)

Once rumors about you begin, you have little control over their spread. A single misstep could lock you into a reputation that makes allies scarce and enemies plentiful.

Universe's Notice (+400cp)

Powerful factions and cosmic entities begin to watch you directly. Every move you make risks provoking attention from forces far beyond your current rank.

Scenario: To the Peak

To complete this scenario, you must achieve godhood by the methods available in this universe. There is no time limit for this, so you are able to stay here as long as you wish to accomplish this. You fail this scenario only if you give up willingly or are slain on your journey.

Reward: Your godworld will follow you on your chain in a pocket universe that can be attached to your Warehouse.

NOTES

Ascendants are ranked, understandably. A newly awoken Ascendant starts at I-rank, and they descend through the ranks as they grow. H, then G, and so on down to A-rank. After A-rank is S, and after S-rank is godhood. Understandably, the number of people that reach any given rank is a fraction of those that reach the rank before.

The first and primary measure of an Ascendant's power is their stats. Upon reaching a given rank's cap, ranking-up becomes possible so long as they have met any other requirements necessary for doing so. Stats are Impact, Might, Fantasy, Vitality, Focus, Perception and Creation.

The core stat for all Ascendants is Impact, which is the measure of an individual's effect on the world around them. This makes it more difficult to affect those of higher rank as the difference in Impact grows. An I-rank Ascendant has a single point of Impact, while H-rank has 2, G-rank 10, F-rank has 20 and so on.

Vitality is life force a person has and what they have at their disposal. Creation is the manifestation of something from nothing but power. Focus sharpens and enhances the mind, allowing a person to think faster and have better memory. Might is the stat that governs the use of force via the body and other means. Fantasy governs the fantastic, and is core to more *magical* abilities. Perception measures a person's sense of the world around them.

Skills are ranked as well, with each rank equivalent to an Ascendant rank. Skills start at Minor-equivalent to I-rank and progress to Lesser which is equivalent to H. Then comes Beginner, then Intermediate, then Expert, equivalent to G, F, and E-rank respectively. Master rank follows, a match to D-rank, then Grandmaster at C-rank, Legendary at B-rank and Mythic Skills which are equivalent to A-rank. It is possible to develop a skill past your current Ascendant rank, but quite difficult.

Another thing that is measured is soul/spirit strength, which can also be a factor in power levels. An Ascendant of the same rank and stats but with a stronger soul is likely to win more often. A Mirror Soul is the peak of mortal soul strength, manifesting the spirit as a quicksilver-like color. Prior to a Mirror Soul someone can be resurrected if slain, but at that level death is permanent.

For an example of Better Storyteller, Morgan Lark is THE Vampire. He is easily one of if not the strongest S-Ranker alive. Part of this is that during his rise he killed every other vampire and type of vampire in the universe. This resulted in all the renown and potency of the stories of ALL vampires became his. Lark, in becoming the only vampire left, made every story about any vampire about him. This made him incredibly powerful. On top of that, he is able to think in ways that let him perform absolutely ridiculous feats: the best example we have seen on screen is that he drank stellar plasma directly. He consumed burning stellar plasma by thinking that vampires drink blood->which contains plasma->this is plasma->therefore this is something I can drink. Not every ability can be that easily manipulated by way of semantics, at least not until you're at that level of power. Once you are at that level though? Fanwank responsibly.

Some of the canon Skill seen so far: Fire Manipulation, Shadow Manipulation, Dust Manipulation, Lifeweaving (sort of a form of magical healing), Guitar and Piano, Enchanting, Alchemy, Inventing (sort of magitech mad science), Cooking, and more. Techniques once learned become trainable Skills as well, in addition to all of the Skills that originated in Doom Sovereign.

Doom Sovereign is a video game in-world that Shane draws inspiration for his combat style from, and eventually becomes his Path. Paths are sort of a defining feature of cultivation past the early stages, being a form of personal philosophy/Dao that has immense effects on a person's Skills, techniques and abilities. Shane accomplishes that

by taking multiple peoples' skill at the game as payment for various wishes, turning those collective skills into a true Skill that could be trained and progressed.