Generic Cultivation Jump (Version 2.1)

Welcome back, Traveler, to a cosmos of boundless ambition, shattered horizons, and absolute high-tier nonsense. In this revised edition of the realm, your foundational biological components must still be balanced against your external possessions, but new avenues of mastery have opened. Will you walk the path of the hidden medical miracle worker, command soul-bound cosmic artifacts, or master reality-warping secret techniques? Prepare your focus, for the heavens are watching your choices.

1. Setup & Origins

Stipend Category	CP Amount	Allocation Constraints
Starting General Pool	1000 CP	Can be used anywhere across the entire document.
Shared RBP Stipend	600 CP	Strictly limited to Roots, Bones, & Physiques.
Shared Item Stipend	400 CP	Strictly limited to the main Items section.
Artifact Stipend	300 CP	Strictly limited to the Artifacts section.
Secret Technique Stipend	300 CP	Strictly limited to the Secret Techniques section.

Discount Rule: Your chosen Origin grants a 50% discount on all perks and items belonging to that specific line. 100 CP options within your chosen Origin line are entirely free.

Origins

- **Outer Disciple (0 CP):** You start at the absolute bottom of the food chain, scraping by on contaminated Qi pills and cleaning latrines. Hardened, cynical, and highly motivated, you know exactly what it's like to fight for every scrap of survival.
- **Physician (100 CP):** You are a master of the mundane and spiritual anatomy. While others view Qi purely as a weapon, you see it as a delicate network of rivers, pathways, and pressure points. Everyone from desperate Outer Disciples to paranoid Immortal Emperors tries to stay on your good side, because eventually, everyone's meridians face a crisis.
- **Young Master (100 CP):** Born into extreme wealth and privilege with a silk spoon in your mouth. You possess an arrogant entourage, vast family resources, and a powerful clan

backing you up—right until a protagonist decides to ruin your entire lineage.
- **Elder (200 CP):** An established power structure within a local orthodox sect. You possess genuine authority, a private cave-dwelling, and deep-seated resources, though you are plagued by ancient cultivation bottlenecks you are desperately trying to smash through.

2. Roots, Bones, & Physiques (RBP)

Options in these three separate lists determine your innate talent, foundational structure, and physical capabilities. You may fund these purchases using your **600 CP RBP Stipend** or your regular CP pool.

Tier Rule: For each purchase in the RBP lists, you may choose to have it include all the benefits of the lower-priced options in that same list, OR you may design a custom option of equivalent strength to the tier being purchased to perfectly match your desired aesthetic and element.

Spiritual Roots

Roots dictate your elemental alignment, energy absorption efficiency, and how smoothly you manipulate external Qi.

- **0 CP (Free) - Turbid Mud Root:** Clogged, fragmented, and barely functional. Absorbing enough ambient Qi to light a candle takes a full week of intense, agonizing meditation.
- **200 CP - Single-Element Spiritual Root:** Entirely free of elemental clutter. You absorb your chosen element (e.g., Pure Fire, Pure Water) at triple speed and master its related techniques with ease.
- **400 CP - Mutated Heavenly Root:** A rare cosmic variance. Your Qi naturally converts into a highly destructive, specialized element like Lightning or Ice, effortlessly bypassing standard elemental defenses.
- **600 CP - Primordial Chaos Void Root:** A terrifying, bottomless vortex. You can swallow any element, vile poison, or corrupted energy and instantly refine it into pure, unaligned Qi without exploding.
- **800 CP - World Tree Sapling Root:** Your root is a literal seed of a cosmic world tree. Your internal Qi reserves are effectively infinite compared to peers of your identical realm.
- **1000 CP - Ultimate Divine Jade Emperor Crown Root:** Your root doesn't beg the world for energy; it commands it. The heavens recognize you as rightful royalty. Worldly Qi will actively desert your rivals to force its way into your meridians, and world-ending tribulations will actively curve around you out of sheer respect.

Dao Bones

Bones dictate your structural foundation, comprehension of secret manuals, and how you handle the breaking of bottlenecks.

- **0 CP (Free) - Brittle Chalk Bones:** Standard mortal skeleton. Heavy training cracks them, and the stress of breaking through to higher realms risks shattering your foundation permanently.
- **200 CP - Iron Marrow Bones:** Exceptionally dense. They easily support the weight of

heavy armor or intense physical cultivation, acting as a sturdy cage for your rampaging Qi.
- **400 CP - Sword-Intent Inlaid Bones:** Your skeleton is naturally sharp, etched with nascent sword intent. You comprehend weapon techniques instantly, and your bare-handed strikes cut like forged steel.
- **600 CP - Seven-Apertures Mystic Bones:** Your bones are naturally porous in a mystical way, allowing Qi to flow seamlessly through your skeletal structure without even needing meridians. Recompiling complex techniques takes seconds.
- **800 CP - Immortal Asura Bone:** Skeletons belonging to ancient war gods. If broken, they heal back twice as strong within minutes, and they inherently resist all forms of soul-binding or curses.
- **1000 CP - Sage Equal to Heaven and Earth Jade Emperor Celestial Dao Bridge Bone:** Your entire skeleton is etched with the fundamental, unalterable laws of the cosmos. Your body acts as a direct, permanent bridge to the Celestial Dao itself. Bottlenecks simply do not exist for you; you don't struggle to break through realms, you simply stroll across them.

Physiques

Physiques dictate your external body, physical durability, muscle memory, and active combat traits.

- **0 CP (Free) - Fragile Mortal Flesh:** You bleed when cut, bruise when struck, and are entirely susceptible to disease, old age, and regular poisons.
- **200 CP - Copper Skin, Bronze Tendons:** Standard body-cultivator material. Blades bounce off your skin, and you can lift boulders without any formal training.
- **400 CP - Pure Yang Solar Physique:** Your body constantly radiates blinding heat and vast vitality. Fire and Yang cultivation methods progress at 10x speed, though you must actively vent the heat in combat.
- **600 CP - Formless Ghostly Shadow Physique:** Your physical form is semi-transitional. You can compress your body, slip through physical barriers, and blend perfectly into darkness, making you a nightmare for sensory techniques.
- **800 CP - Myriad Poison Ingestion Physique:** Your body treats lethal toxins, venom, and corruptive miasma as a delicious snack. You are entirely immune to all negative status effects, converting them into physical stamina.
- **1000 CP - Celestial Golden Buddha of Yin-Yang Judgment Physique:** A physical form that embodies perfect cosmic balance and indestructible defense. Half your body radiates absolute life-giving light, the other half commands absolute deathly void. You can tank a direct strike from a supreme deity, look them in the eye, and instantly reverse the karma of the blow to strike them instead.

3. Perks

General Perks (Undiscounted)

- **100 CP - Poker Face:** Cultivators love to read expressions to see if you are bluffing. You possess an absolute, unshakeable stone face. No matter how panicked you are internally, externally you look like an inscrutable, deeply confident master who has foreseen

everything.
- **200 CP - Spiritual Currency Exchange:** You can instantly and flawlessly convert any form of energy, currency, or wealth from future jumps into the local equivalent of spirit stones, pills, or merit points, and vice versa, at a perfectly fair market rate.
- **400 CP - The Sound of the Dao:** Your voice has a strange, resonant weight to it. When you speak or explain a concept, people naturally listen. It is incredibly easy for you to teach others without accidentally confusing them.

Outer Disciple Perks

- **100 CP (Free for Outer Disciple) - Trash-Tier Alchemy:** You have a miraculous stomach and an absurdly sturdy metabolic system. You can consume low-grade, heavily contaminated, or completely botched "trash pills" that would normally poison or paralyze a cultivator, refining them into pure energy with zero side effects.
- **200 CP (100 CP for Outer Disciple) - Underestimation Shield:** To the rest of the world, you look like a complete nobody. Higher-tier cultivators, arrogant rivals, and sensory arrays will consistently misjudge your true power, seeing you as at least two major realms weaker than you actually are until you choose to reveal your strength.
- **400 CP (200 CP for Outer Disciple) - Auction House Opportunist:** You have an absolute radar for hidden value. When browsing junk piles, sketchy market stalls, or low-tier auctions, your attention will be unerringly drawn to the one rusted piece of scrap metal or muddy scroll that is actually a misplaced primordial artifact or supreme manual.
- **600 CP (300 CP for Outer Disciple) - He Who Fights and Runs Away:** Your survival instincts are cosmic. When faced with an opponent you absolutely cannot beat, your speed, evasion, and terrain navigation instantly multiply by tenfold. You can slip through infallible nets and survive falling off a ten-thousand-foot cliff with nothing but a cool scar.

Physician Perks

- **100 CP (Free for Physician) - True Spiritual Anatomy:** You possess a flawless, intuitive map of the energetic, spiritual, and physical pathways of every living creature. You can diagnose any rare curse, esoteric poison, or severe cultivation deviation with a simple glance or a touch of the wrist.
- **200 CP (100 CP for Physician) - Absolute Refining Success:** Your control over spiritual flames, heat thresholds, and medicinal plant matter is mathematically infallible. When refining complex alchemical pills or brewing profound elixirs, you possess a 100% success rate against explosive cauldron failures or completely ruined batches.
- **400 CP (200 CP for Physician) - Silver Needle Meridians:** You can utilize medical needles or precisely targeted Qi strikes to forcefully manipulate the energy networks of others. In active combat, a single well-placed strike from you can temporarily paralyze, block, or completely shut down an opponent's high-tier spiritual roots or specialized physiques.
- **600 CP (300 CP for Physician) - Yama's Resignation:** They say when the King of Hell sentences someone to die at midnight, a master physician can keep them alive until dawn; you can do far better. Once per jump (or once every ten years), you can perform a literal miracle of restoration. So long as a sliver of a soul or a single drop of blood remains, you can completely reverse physical death, shattered foundations, or absolute soul-dissolution, returning the target to their absolute peak spiritual and physical state.

Young Master Perks

- **100 CP (Free for Young Master) - "Do You Know Who My Father Is?!":** You possess an aura of untouchable status. Weak rogue cultivators and minor sect members will instinctively hesitate to cross you, terrified of the massive, world-spanning clan backing you up.
- **200 CP (100 CP for Young Master) - Face-Saving Retort:** If you are publicly humiliated or defeated, you can effortlessly spin the narrative to make it look like a calculated tactical retreat or a deliberate act of mercy, completely preserving your social standing.
- **400 CP (200 CP for Young Master) - Resource Glutton:** Your foundation is so structurally luxurious that you can absorb resources at a completely unnatural rate without bloating your meridians. You can chug premium elixirs like water, forcefully driving your cultivation forward through sheer economic dominance.
- **600 CP (300 CP for Young Master) - Plot Armor Transference:** You can actively sense when someone has "main character energy" (the tragic backstory, the sudden leaps in power). More importantly, you can weaponize your wealth and status to actively smother their luck, stealing their opportunities right out from under them before their plot armor can kick in.

Elder Perks

- **100 CP (Free for Elder) - Majestic Aura:** You have spent centuries accumulating authority. With a single cold snort, you can release a wave of spiritual pressure that instantly humbles younger cultivators, forcing them to their knees out of sheer instinctual respect.
- **200 CP (100 CP for Elder) - Deep Bottle Wisdom:** Having spent decades or centuries stuck at various cultivation bottlenecks, you know exactly what *not* to do. You can spot the structural flaws, hidden traps, and side effects in any manual or array after looking at it for just a few minutes.
- **400 CP (200 CP for Elder) - Old Monster Retaliation:** If your life is threatened or your sect is on the verge of ruin, you can temporarily burn your longevity or sacrifice parts of your cultivation to enter a "frenzied" state, multiplying your combat power by several realms for one final, devastating battle.
- **600 CP (300 CP for Elder) - Late-Bloomer Breakthrough:** The longer you stay trapped at a specific cultivation bottleneck, the more explosive your eventual breakthrough will be. When you finally shatter a realm barrier that has held you back for years, your accumulated insights will cause you to skyrocket through the next several sub-realms instantly and perfectly.

4. Items

Purchases here draw from your **400 CP Item Stipend** or your regular CP pool.

General Items (Undiscounted)

- **0 CP (Free) - Sect Uniform & Iron Sword:** A durable, scratchy set of robes that cleans

itself with a basic minor array, and a sword that is mostly useful for cutting firewood or fending off wild wolves.
- **100 CP - Standard Space Ring:** A classic brass band housing a stable pocket dimension roughly the size of a warehouse. Time is frozen inside, keeping your rations hot and your monster parts fresh.
- **200 CP - Spirit Stone Ledger:** A heavy pouch that refills itself with 100 low-grade spirit stones every single week. It ensures you'll never be kicked out of a cultivation tavern or run out of basic training fuel.

Outer Disciple Items

- **100 CP (Free for Outer Disciple) - The "Mysterious Green Vial":** A tiny, unassuming glass bottle you found in a ditch. Once per day, it produces a single drop of green liquid that forces any mundane plant, spiritual herb, or medicinal root to instantly age by 100 years.
- **200 CP (100 CP for Outer Disciple) - Scrap-Iron Cleaver:** A rusted, heavy kitchen knife with a chipped blade. For some reason, it is completely indestructible. It cannot store Qi, but it effortlessly cuts through any defensive barrier, high-tier armor, or magical shield as if it were soft tofu.
- **400 CP (200 CP for Outer Disciple) - The Hidden Library Key:** A broken copper token that allows you to slip past the generic protective arrays of any sect or clan archive, guiding you directly to a misunderstood, world-shaking primordial technique manual marked as "trash."
- **600 CP (300 CP for Outer Disciple) - Breathing Hide Robes:** A tattered, dirt-colored cloak that completely suppresses your presence. When the hood is up, spiritual senses pass over you as if you were a mundane rock.

Physician Items

- **100 CP (Free for Physician) - The Infinite Pharmacopeia Pouch:** A soft leather bag that is deceptively simple on the outside. It holds an endless scroll library detailing every mundane, spiritual, and immortal-tier medical theory, herb identification guide, and pill recipe known to this world, alongside a self-replenishing supply of basic acupuncture needles and salves.
- **200 CP (100 CP for Physician) - The Sun-Moon Vitality Cauldron:** An ancient alchemical cauldron forged from crystallized stellar jade. Any medical pill refined inside this cauldron has its overall medicinal potency, purity, and effectiveness multiplied by threefold, pushing standard concoctions into legendary status.
- **400 CP (200 CP for Physician) - The Sovereign Herb Garden:** A small, portable pocket-dimension greenhouse containing incredibly rich, spiritually active soil. Any rare herb or medicinal root planted here grows at heavily accelerated speeds and adapts perfectly to its environment.
- **600 CP (300 CP for Physician) - The Myriad Life Emerald Needle:** A legendary artifact forged from the crystallized essence of a dying world's core vitality. When used for healing, it completely automates complex surgery or delicate meridian stitching for hundreds of patients simultaneously. When weaponized, it effortlessly pierces any defensive armor or Qi barrier to deliver an overwhelming payload of life energy that causes the target's cells to violently mutate and shatter from within.

Young Master Items

- **100 CP (Free for Young Master) - Arrogant Entourage:** A group of six loyal, identically dressed lackeys who follow you everywhere. They are world-class at shouting your titles, insulting your enemies, and clearing peasants out of your walking path.
- **200 CP (100 CP for Young Master) - Unlimited Clan Credit Line:** A golden jade medallion bearing your family crest. Local merchants, auction houses, and rogue traders will gladly let you run up astronomical tabs based purely on your family's terrifying financial reputation.
- **400 CP (200 CP for Young Master) - Nine-Dragon Flying Chariot:** An incredibly gaudy, massive carriage pulled by nine automated, life-like bronze drakes. It flies at hypersonic speeds and contains a luxury suite larger than a mansion inside.
- **600 CP (300 CP for Young Master) - The Life-Bound Ancestral Token:** A jade pendant housing a sliver of your Clan Ancestor's soul. If you take fatal damage, the token shatters, completely healing you and instantly summoning a terrifying projection of an ancient, high-tier cultivator.

Elder Items

- **100 CP (Free for Elder) - Private Cave-Dwelling:** A personal, locked-down grotto featuring a high-grade Qi-gathering array that triples the ambient energy inside, a fully stocked tea room, and a meditation mat that completely prevents inner demon attacks.
- **200 CP (100 CP for Elder) - Sect Executioner's Gavel:** A heavy wooden mallet that represents absolute internal law. When striking it against its block, any cultivator belonging to your sect or under your official authority is hit with a crushing spiritual weight that completely paralyzes their Qi for ten minutes.
- **400 CP (200 CP for Elder) - Nine-Dragon Alchemy Cauldron:** A massive, room-sized automated bronze pot. Unlike cauldrons that focus on sheer potency, this legendary piece of equipment automates the grinding, parsing, and purification steps of alchemy entirely, guaranteeing a 100% mass-production output rate for standard pills.
- **600 CP (300 CP for Elder) - Sect-Defending Mountain Array:** A massive, portable formation flag system. When planted, it erects an absolute, dome-shaped barrier around an entire valley or mountain range that can effortlessly withstand multiple Immortal-tier beings for months.

5. Soul-Bound Artifacts

Purchases in this section are supported by your **300 CP Artifact Stipend** or your regular CP pool. These items are intrinsically bound to your soul, cannot be stolen permanently, and naturally scale in durability and power alongside your personal cultivation realm.

- **100 CP - Flying Sword of the Whispering Wind:** A sleek, lightweight azure blade that responds instantly to mental commands. It is exceptionally fast and optimized for high-speed aerial transportation or long-range telekinetic combat maneuvers.
- **200 CP - Mountain-Suppressing Seal:** A small, deceptively light jade stamp. When thrown into the air and activated, it instantly expands to the physical size of a mountain, exerting a massive gravitational field that pins foes to the earth and cracks local defensive

structures.
- **400 CP - Soul-Devouring Banner:** A dark, ominous flag capable of absorbing and storing the spiritual remnants of defeated opponents. The bound spirits can be unleashed in battle as a spectral army or refined into pure mental energy to augment your own sensory awareness.
- **600 CP - Pagoda of the Nine Heavens:** A miniature, multi-layered tower that acts as an ultimate defensive shield. Each floor of the pagoda is attuned to absorb and store a different fundamental cosmic concept (e.g., Lightning, Fire, Void), allowing you to discharge the stored energy back at the attacker.

6. Secret Techniques

Purchases in this section are supported by your **300 CP Secret Technique Stipend** or your regular CP pool. These represent incredibly rare, closely guarded manuals that grant reality-warping abilities outside the purview of ordinary magic or martial arts.

- **100 CP - Cloud-Treading Illusion Step:** A footwork technique that allows you to leave behind entirely solid, life-like afterimages when maneuvering. It completely confounds sensory techniques and predictive tracking, making you incredibly difficult to pin down.
- **200 CP - Heavenly Tribulation Mimicry:** You learn to cloak your active Qi to flawlessly copy the energy signature of World Tribulation Lightning. Your offensive energy techniques carry a fragment of true heavenly authority, dealing immense bonus damage to corrupt, demonic, or undead entities.
- **400 CP - Seven Lives Sovereign Art:** A forbidden technique that allows you to partition your soul, storing shards of your life-force within external anchor points. If your physical form and primary soul are entirely obliterated, you cleanly reincarnate from one of these hidden anchors with your memory and talents intact.
- **600 CP - Grand Dao Reversal:** A profound cosmic technique that lets you briefly rewrite local cause and effect. For three seconds, any offensive attack directed at you is processed as an act of pure healing, while any attempt by an enemy to heal themselves or your target causes devastating internal damage instead.

7. Companions

The path to immortality can be isolating. These options let you recruit a crew of allies to walk the Dao by your side. Companions cannot take drawbacks unless specified by a scenario.

- **50 CP (or 200 CP for a full Party of 4) - Import/Create Companion:** Bring an existing ally from a previous jump or forge a brand-new partner native to this world. Each companion chooses an Origin, receives a free 100 CP Perk and Item from that Origin line, and receives 600 CP to allocate across the document as they see fit.
- **100 CP - The Loyal Disciple / Adopted Orphan:** You rescue or discover a young child or a struggling rogue cultivator possessing a heart of gold and a deeply tragic backstory. They possess an unshakeable, foundational loyalty to you. They automatically receive a random 400 CP trait from the RBP section for free, and display an intuitive, genius-level mastery over whatever specific style of cultivation you choose to pass down to them.
- **200 CP - The Bound Divine Beast:** A legendary spiritual beast—such as a Qilin, a Solar Phoenix, or a massive Moon-Swallowing Wolf—whose soul is natively bound to yours.

They possess an 800 CP specialized Physique of your choice, communicate flawlessly with you via telepathy, and can shrink down to a small, pocket-sized mascot to safely ride on your shoulder during delicate public events or high-society auctions.

8. Setting Toggles & Customization

These options cost 0 CP and do not change your budget. They are included to allow you to completely customize the atmosphere, rules, and integration mechanics of your cultivation world.

- **Supplement Toggle:** You may choose to attach this document to another Jumpchain document as a mechanical supplement rather than running it as a standalone world. When used as a supplement, you may overlay these origins, stipends, and traits directly onto the targeted setting.
- **Modern Day Cultivation:** Instead of a traditional ancient historical backdrop, the setting shifts into a modern metropolitan environment. Massive, multi-national cultivation corporations control the trade of spiritual herbs, hidden martial sects operate out of neon-lit skyscraper penthouses, and disciples settle blood feuds in underground concrete fighting rings.
- **Grimdark Realism:** The setting strips away its lighter or comedic genre tropes. Arrogant Young Masters are genuinely sociopathic, calculating monsters, resource scarcity across the realms is absolutely brutal, and the natural mortality rate for Outer Disciples is practically absolute. Trust is nonexistent, and every single bottleneck breakthrough carries a severe, genuine risk of violent madness or permanent physical death.
- **High-Tier Chaos:** You drop directly into a supreme plane or "Upper Realm." The average city street vendor operates at the Golden Core stage, planet-shattering faction conflicts are an ordinary weekly occurrence, and the 1000 CP "absolute BS" options you purchased in this document are considered the competitive baseline standard for local geniuses.

9. Drawbacks & Special Modifiers

- **+100 CP - Arrogant Demeanor:** You cannot help but speak down to everyone you meet. Even when you are trying to be polite, your tone carries an insufferable, smug superiority that actively courts disaster by insulting local geniuses and protagonists.
- **+200 CP - The "Tragic Backstory" Magnet:** Troublesome orphans, vengeful survivors of destroyed clans, and mysterious wandering youths are naturally drawn to you, constantly trying to attach themselves as disciples and dragging you into their multi-generational blood feuds.
- **+300 CP - Crippled Meridians:** Your energy pathways are shattered. Until you find a mythical healing pill or use high-tier Bones/Physiques to bypass it, you cannot store Qi normally. Any cultivation must be done through grueling, painful alternative methods.
- **+400 CP - Bottleneck Hell:** Your comprehension is completely stuck. Even with high-tier Dao Bones, every single sub-realm breakthrough feels like trying to smash through a brick wall with your forehead. You require three times the normal resources and time to advance.
- **+600 CP - Wishing for Peace:** Absolutely nothing exciting happens around you. Highly

anticipated Sect Tournaments end up being an underwhelming series of safe forfeits. Massive demonic beast rushes are effortlessly vaporized by automated Sect Mountain Arrays before you even get to see a monster. Any plot hook or dramatic rivalry is immediately turned into a mind-numbing bureaucratic accounting process.

- **+1000 CP - Hunted by the Upper Realm:** A supreme, world-spanning immortal entity has foreseen that you will be the cause of their eventual demise. They are constantly sending waves of increasingly powerful assassins, curses, and political pressure to end you before you can grow.

Special Modifier

Protagonist Hell (+2000 CP):
Special Rule: This entire +2000 CP is funnelled strictly into your Roots, Bones, and Physiques (RBP) section, allowing you to stack the most absolute BS, universe-breaking innate traits available.
The heavens have taken a personal dislike to your unparalleled talent. Every single month—accelerating down to every other week by the midpoint of your stay—a brand new, freshly minted "Main Character" arrives in your local region. This individual will possess the *exact* same layout of Spirit Roots, Dao Bones, and Physiques that you purchased in this Jump document. Worse, the universe actively favors them; they will have a tragic backstory, immense luck, and an instinctual, burning desire to prove they are the "true" chosen one by executing you in front of a crowd.

Drawback Synergy

The Bureaucratic Harem of Peace
*Requirements: You must take both **Wishing for Peace (+600 CP)** and **Protagonist Hell (+2000 CP)**.*
*Bonus: You gain an extra **+400 CP** to spend anywhere you want.*
The Effect: The lethal conveyor belt of clone protagonists still arrives every few weeks, packed to the brim with your exact same absolute BS Roots, Bones, and Physiques. However, because of Wishing for Peace, they don't want to fight you. Instead, these god-tier anomalies will actively, aggressively seek the most non-confrontational, peaceful resolution to their existence with you. They will try to form trade pacts, sign non-aggression treaties, or attempt to court you to merge your bloodlines.
But don't expect romance. Their attempts to woo you are entirely bureaucratic. You will be buried under a mountain of signed affidavits of affection, formal requests for holding hands (submitted in triplicate to the local sect elders), and multi-hour presentations on how a marriage alliance would optimize regional crop yields. Every two weeks, a new world-shaking genius will show up at your door, not with a sword, but with a ledger, demanding you sign a marriage certificate for the sake of cosmic stability.

Generic Drawbacks

+100 CP Drawbacks

- Wanted: High bounty; local law enforcement and opportunists will pursue you.
- X-rated: The world is grittier, more lewd, and focused on pornographic themes.
- Double Trouble: Every foe has an invisible, identical copy that acts as a psychological Schrödinger threat.
- Low Budget: The world has "cheap" aesthetic flaws like visible wires and old monster designs.
- Thugs for Days: 10 aggressive thugs target you for a fight daily.
- Silent World: Global human population is reduced to 7 million.
- Stalker: An ordinary human tracks you, protected from your detection/exposure powers.
- Angered Factions: A local faction views you as an enemy immediately. (Can be taken multiple times).
- Heroic Sayings: You unintentionally speak in cheesy, dramatic one-liners.
- Rough Childhood: Your in-universe history is abusive and traumatizing.
- The Weirdo: People avoid interacting with you unless absolutely necessary.
- Team Up: A bumbling local joins your party and gets credit for your successes while you take the blame for failures.
- Knowledge Lockout: You lose all meta-knowledge of this setting.
- Stranded: You wake up alone on a deserted island.
- Plot Anchor: You are forcefully dragged back into the center of the main story regardless of efforts to hide.
- Kick the Cook: You are a terrible chef; all food you prepare is vile.
- Scarred: You bear prominent, horrific, and disfiguring wounds.
- Always Left Behind: Allies and companions constantly leave you to clean up their messes.
- Honorable: You must inform enemies of your intent to attack/arrest them, giving them time to prepare.
- Nightmare: You suffer vivid, indistinguishable-from-reality nightmares every night.
- Inconveniences: Constant minor annoyances like stubbed toes, spilled drinks, and dead phone batteries.
- Extended Stay: Increase jump duration by 10 years (Max 10 times, 110 years total).

+200 CP Drawbacks

- Friends from Beyond Your Dimension: A godlike entity manipulates events to make your life more dramatic/entertaining.
- Sore Thumb: Experienced entities instantly identify you as an extra-dimensional

foreigner.

- Dead or Alive: A severe criminal profile and massive bounty; anyone who recognizes you will try to turn you in.
- The Good People: You are forced to run mundane errands; refusing makes the community treat you like a monster.
- The Bad People: You are treated like dirt; refusing to help results in being blacklisted from all aid/resources.
- Wider World: The setting is larger and more dangerous with more hidden factions and rogue supernatural creatures.
- Dark Minions: Physical manifestations of malice spawn and attack you on sight (invisible to others).
- Blinded: You lose your eyesight permanently; cannot be bypassed by supernatural senses.
- Pet Food: The natural world is hostile; creatures (excluding humans) will hunt and try to eat you.
- Publicity: All mistakes are public knowledge; media smear campaigns are orchestrated against you.
- Thou Shalt Not Kill: You are incapable of taking a life; your attacks are never fatal.
- Selective Amnesia: You forget the plots/events of previous jump settings.
- Total Amnesia: You have no memories of your life before this world (includes forgetting the Jumpchain).

+300 CP Drawbacks

- Amnesia: You remember nothing except your chosen origin's skills and background.
- Living in Exciting Times: Frequent chaotic anomalies result in direct attacks against you or your safehouses.
- Competent Enemies: Adversaries receive a boost to intelligence and tactical awareness.
- Just A Child: You begin as a newborn; the 10-year clock starts only upon reaching legal adulthood.

+400 CP Drawbacks

- The Importance of Education: You must spend 10% of your time as a student; failure leads to jump failure.
- Find and Seek: You must locate 12 MacGuffins annually or face immediate jump failure.
- Not So Shiny Toys: Warehouse access is locked; gear/weapons from previous jumps are inaccessible.
- Friendly Problems: You are alone; all companions, followers, and pets are barred from entry.
- Mortal: All external perks, powers, and supernatural traits are disabled; you are baseline human.

+600 CP Drawbacks

- Boss Rush: Upon finishing the 10 years, you must defeat every enemy you faced during the jump in a sequence of 1v1 duels before moving on.

Ending Options

- Stay: You may choose to remain in this world permanently.
- Return: You may return to your point of origin or a previous home, keeping your new powers and gear, as if this were just a dream.
- Move On: You may depart this realm and continue your journey to the next Jumpchain world.

Notes:

- Mortal Realms: Qi Condensation, Foundation Establishment, Golden Core, Nascent Soul, Spirit Transformation, & Tribulation Crossing.
- Immortal Realms: Earth Immortal, Heavenly Immortal, Golden Immortal, Immortal King, & Immortal Emperor.
- Divine Realms: God King, God Emperor, & Dao Creator.
- Phase within Realms: Early, Middle, Late, & Peak.
- Layers within Phases: 1-9
- With the Half-Steps being 99% to the next rank but hasn't had a "breakthrough" yet.