Xianxia Cultivation Supplement

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Xianxia is a genre in literature that contains settings in which people 'cultivate' in order to become stronger and more powerful. These cultivations are as varied as they are numerous, as such, I decided to collect as many aspects of cultivation as I could find and wrap it all in one neat little package for others to use in creating their own cultivation. Enjoy

Since this is a supplement, you can use this for any other jump, but it's best used with the Generic Xianxia Jump, since it doesn't outline any particular cultivation.

+1000cp

Stages

Your cultivation has 5 stages by default. You can reduce the number of stages, to a minimum of 3 stages (you gotta have some significant advancement). You gain 100 cp for each stage you remove, but this also lowers the power of the your cultivation.

As a baseline, this scale will be used, with the first stage being at Wolf, the second stage being at Tiger, the third stage being at Demon, and so on. For example, the 5 default stages would leave the top power achievable by your cultivation at Maoh level in the previously linked scale, which makes you powerful enough to be a global power by yourself. Additionally, there are by default three sub-stages for each stage of your cultivation, the first one being slightly weaker than the average cultivator of each stage, which takes relatively little time to surpass, and the third one being slightly stronger, and being slightly harder to surpass than the previous two sub-stages. You may change the amount of sub-stages however you want.

Alternatively, you may buy additional stages for 100 cp, for a maximum of 12 stages, which increases the ceiling of power for your cultivation. Having 12 stages makes the final stages of your cultivation extremely powerful, just one step below omnipotence, in fact. At this level of power, you may be able to create entire worlds and traverse the multiverse freely (you'll be restricted to the local multiverse until you get your Spark). It will take comparatively long, however, a few million years or more is not out of the question.

Source

Choose one **Source** for your cultivation. You get either **Inner Energy** or **Outer Energy** for free and may buy the other for 100cp. You may purchase **Concept** for 200cp. And you can only get **Pill** if you choose only it, and it severely restricts your options, but it does the one thing it does very well, so you receive 600 cp for it. (Explanation in **Notes**)

Inner Energy:
Your cultivation nurtures the inner energies of your being, and strengthens them to achieve the desired result. Because these are your inner energies, it is easier to control them or suppress them for stealth. However, it is mildly harder to manifest the on the outside, so it is better used for focusing on one's body, or perhaps binding oneself to something.

Outer Energy:
Your cultivation makes use of the natural energies of the world, and takes it in and processes the energy in the cultivator's body to achieve the desired result. Because these is energy that permeates the entire world at various densities, this energy is easy to control outside of one's body, after processing them in the cultivator's body, that is. However, this energy was not meant to be restrained, and as such it is difficult to control this energy inside the cultivator's body for something other than processing it, making it a preferable option to use it for spells, or maybe creating magical equipment or even formations.

Concept: -200
Your cultivation does not depend on the physical, and indeed, it reaches out to something more potent, concepts. Concepts, by their very nature, are ephemeral and subject to change over the course of millenia, but whoever manages to change along and gain a firm grasp on this **Source** can obtain incredible power, since concepts transcend the physical, and will always be as powerful as those several stages above them who do not have the same **Source**. Concepts also grant abilities directly to someone's soul, so one will retain their strength even when not in a proper state, like being drunk, for example.

Pill: +600
Your cultivation has nothing to do with the arcane or natural, and results are achieved by ingesting pills and digesting them in a meditative state. Because this method directly enhances the body of the cultivator, the results are incapable of being undermined, and most progress made is hereditary. However, you cannot use this cultivation for anything other than physical arts, since you do not interact with the energies of the world.

Focus

Every cultivation method has its focus, the thing that that method enhances and makes better.

Normally cultivations enhance one or two things, so you get one **Focus** for free, however you can add more focuses to your method by paying 100 cp.

Control: (Cannot take with **Pill**)
Your cultivation allows you to have greater control over things you create and conjure making it easier to cause these things you have a hand in making to be all around better than what others could accomplish. Cultivating in this way allows you to permanently enhance creatures and plants you grow and conjure making them more robust, healthy, and overall stronger.

Crafting: (discounted for **Outer Energy**, cannot take with **Pill**)
Your cultivation method increases your control over formations and forging, more control meaning you can make even smaller/more complex formations or do very precise work in the effort to create better equipment. People who cultivate in this method often have many small tricks to enhance their equipment. People with this type of cultivation can specialize in a type of formations/equipment to produce even better results at the cost of proficiency in the rest.

Weapon:
Your cultivation enhances your weapon techniques making you better and deadlier at using your weapon in combat. People can specialize in a type of weapon to be better at using them at the cost of proficiency in other weapons.

Body: (discounted for **Pill** and **Inner Energy**)
Your cultivation method slowly enhances your body making you stronger, faster, and overall more durable. This also grants you a small resistance to temperatures, toxins, and disease, but not enough to be very reliable.

Mind: (discounted for **Inner Energy**)
Your cultivation enhances your mind making your thoughts clearer, your mind sharper, and your ability to retain memories go through the roof. Though not normally as flashy as other cultivation methods it is incredible what can be accomplished with this.

Soul: (discounted for **Concept**, Cannot take with **Pill**)
Your cultivation enhances your soul, making you better at manipulating your environment and performing what non-cultivators might refer to as magic. While sometimes the flashiest of cultivations, the ability to manipulate the energies and elements of the world is not to be underestimated.

Effects

Each focus and effect have different ways of combining to create different results depending greatly on the way they're put together. Effects are abilities that need concentration to use, however there are passive effects that are always 'active'. The greater your level of cultivation is the greater these effects will be.

Improved Tempering: (All purchases discounted for **Pill**)
You may purchase this effect as many times as you want. First purchase is free then you have to pay 100 cp per each additional purchase. This is a basic enhancement of the gains you get for cultivating (more in **Notes**). Multiple purchases of this option increases the amount that the focus is strengthened by half for each purchase.

Boost mode: -100 (Free **Pill**, however this takes form of a special **Pill** you can make)
Think of this as a 'Super Saiyan' mode (You can choose how it looks though). This grants a 'boost mode', hence the name, that increases your strength temporarily. The boost is significant, enough that you may be able to fight a dozen of your peers with it. This is tiring however, and requires a bit of concentration to keep up, so it can't be used for meditation. It'll definitely save your life once or twice, though.

AoE: -100 (Discounted for **Outer Energy**, cannot take with **Pill**)
Your cultivation affects not only you but those around you. Either by creating an area around you or your target, for a weapon focus this may allow them to apply their techniques to many people at once while a mind focus may choose to enhance the minds of those around him. Either way this allows your cultivation to widen its effects from one target to many.

Illusion: -100 (Cannot take with **Pill**)
Your method creates an illusion around you or your target causing those who see it to see what you wish while it is in effect. A weapon focus may cause their weapon to become temporarily invisible for instance while a body focus may use it to cause his enemies to be unable to see his strikes. While the effect is not very strong and can be seen through with some focus, enemies that can see through this illusion during the heat of battle will be very few.

Elemental Enhancement: -100 (Discounted for **Outer Energy**, cannot take with **Pill**)
Your cultivation can enhance its focus with an elemental property. This option introduces elements to your cultivation, a weapon cultivator may use it to enhance his strikes with an elemental burst, for example. Mind focused cultivation is a bit more metaphysical with this, cultivating the element of water may make them more calm while cultivating the element of lightning could make their thoughts lightning fast. On the other hand, soul focused cultivation may take this more literally, letting them control their element and create it, while granting spells with effects associated with their element, such as firestorms with fire or durability enhancing

buff spells for earth. In order to train an element, one would have to meditate in places where it is prominent, like a volcano for fire and lava, and they would get insights as to how to use the elements of nature.

Constructs: -100 (Discounted for **Soul**, cannot take with **Pill**)
Your cultivation allows you to create a construct to aid in some action. A body focus creating personal armor or a spirit focus conjuring birds to scry on distant locations are both good examples. When combined with **Element Enhancement** this allows for the creation of an elemental construct such as the aforementioned birds being made of flame.

Extended Range: -100
The range of your effects is greatly extended allowing your weapons to reach further or to control your summons from further away. A sword or body focused cultivator may use this to be able to attack their enemies at increased range while a mind focused cultivator could use this to extend the range their senses reach to better aid in their planning.

Precision: -100 (Two purchases discounted for **Crafting**)
The ability to accurately control your abilities and both how and when they are used, **Precision** improves your control of your techniques, this is especially helpful to crafting focused cultivators (for obvious reasons) but others can use it to focus their attacks or skills to a specific area that may harm their enemy more. This grants mind focused cultivators greater attention to detail while a body focused cultivator may help someone to strike weak points.

Curses: -200 (One purchase discounted **Concept**, cannot take with **Pill**)
This method produces runes from your cultivation energy either permanently engraving them upon a target or forming them in the air before you. Some crafting focused cultivators may use this in conjunction with their formation knowledge to create sealing/trapping formations on the fly while body focused cultivators can use it to place a life draining curse on their enemies.

Cut: -200 (Either this or **Bludgeon** discounted for **Weapon**, Cannot take with **Pill**)
This method adds ‘edges’ to your energy allowing it to cut into your enemies. As your cultivation deepens do too does its ability to cut. This can be used by weapon focused cultivators to add to the slashes of their blades in order to allow them to cut through things they normally could not harm.

Bludgeon: -200 (Either this or **Cut** discounted for **Weapon**, cannot take with **Pill**)
This method allows your energy to cause concussive damage through blunt force. This can be used by body and weapon focused cultivators to add force to their punches or strikes and crafting focused cultivators can use it to add impacts from the use of their seals with training.

Charge: -200
This method grants your cultivation a sort of 'charge mode' allowing you to increase its power by
undergoing a period of 'charging up' before use. Body and weapon focused cultivators may use this with their punches concentrating their power into a strike for more explosive damage while mind focused cultivators may find a way to use it in conjunction with various trainings (such as playing strategy games or discussing tactic and strategy with someone) to undergo flashes of inspiration as plans they may have had come into place.

Flight: -200 (Discounted for **Outer Energy**, cannot take with **Pill**)
A common ability of cultivation is that after a set period of cultivation (generally several stages) the cultivator gains the ability to channel their power in order to fly. The speed increases as their cultivation deepens allowing them to fly even faster. The speed of someone starting out is generally no faster than their max running speed, however the speed of flight gained here may reach speeds close to *c*, and even surpass it should they become strong enough.

Life steal: -200 (Cannot take with **Pill**)
Your cultivation grants you the power to directly drain the vitality from your target, though this does not mean it will heal you for very much (if at all), it *will* weaken your target however, for example a weapon focused cultivator may employ this to drastically inconvenience their enemies while in battle by draining their vitality with their strikes.

Permanent Construct: -200 (Cannot take with **Pill**)
This method of cultivation creates a permanent piece of equipment from the user's energy, either a weapon such as a sword or spear or a piece of armor such as a breastplate or a helmet. This armor or weapon grows stronger along their cultivator, but will generally have only slightly more durability as the cultivator's body no matter its shape or thickness, so using it under clothing or armor as a second skin is the best way to use it.

Binding: -200 (Free for **Inner Energy**, cannot take with **Pill**)
Your cultivation lets the cultivator to bind their soul to one object or animal, allowing one to get either a signature weapon/equipment or a familiar. When bound to a weapon or equipment, the item becomes several times more durable than the cultivator's body and a general improvement in quality, enough to always be useful to the cultivator at whatever the item was made for. If bound to an animal, the animal will develop full intelligence with time, and it's strength is elevated to match the cultivator's, in addition to having an unbreakable telepathic bond with the cultivator, that lets them see through each other's eyes and communicate regardless of the circumstances.

Longevity/Immortality: -300 (Free with **Godhood**, discounted with **Pill**)
Your cultivation makes the lifespan of cultivators significantly longer, and even extend it indefinitely. Generally, you gain an extra 200 years of lifespan every stage and get type 1 immortality three quarters of your way to the final stage, though you can change this.

Energy Draining: -300 (Cannot take with **Pill**)
Your cultivation has the special property that it can drain the energy from your enemies' techniques blunting or possibly even blocking them outright. How you use this is up to you but it can be used to weaken opponents who rely on illusions or seal/trapping formations allowing those using it to defeat enemies that specialize in such things.

Physical Mutation: -300 (Discounted for **Body**, you cannot 'turn off' the mutations with **Pill**)
Some forms of cultivation cause the user to change physically, these mutations are generally not displeasing to the eye and have a variety of uses. Possible mutations are the ability to breath through your skin, grow of scales for defense, or enhancing the cultivator's vision by altering their eye structure. Although these may be odd they will never be displeasing enough to the eye to cause much notice and may be 'turned off' at will. Additional purchases allow you to add another physical mutation.

Temperature Resistance: -400 (Either this or **Toxin Resistance** discounted for **Body**, can only purchase once with **Pill**)
Something about your cultivation grants you great resistance to temperature extremes. At its lowest levels this ability means you may be able to safely hold hot coals while at its greatest you may be able to withstand bathing in lava, and advancing your cultivation enough may see you standing in the surface of a star, and even survive a supernova point blank for particularly powerful cultivators.

Toxin Resistance: -400 (Either this or **Temperature Resistance** discounted for **Body**, can only take once with **Pill**)
Your cultivation grants your body greater ability neutralize toxins and poisons at an insane rate, at its lowest point this merely means you will find it difficult to get drunk however at its highest level you may find yourself immune to the strongest mundane toxins and poisons, with powerful enough cultivators becoming completely immune to toxins and poisons of all kinds. As a sort of side effect you can use your blood as a neutralizing agent for many poisons that exist so long as you're powerful enough to harmlessly survive them.

Godhood: -600 (Cannot take with **Pill**)

With this, not even the realm of the gods is out of the cultivator's reach. Godhood grants quite a bit of power, and some neat abilities. As a rule of thumb, gods can dissolve their bodies to move as an ethereal spirit (which you can choose the appearance of, but looks like your physical form by default) and reform their body somewhere else, while their powers are not affected and may even be slightly easier to use, since they can channel their energy through their soul alone, and gain a limited sort of telekinesis, roughly to what they do with their physical bodies, with enough finesse to simulate interacting with the mortal realm normally. This ethereal form can interact with other spirits and gods as they are on the same 'level' of reality. Gods can also access the fundamental levels of reality to perform miracles and shows of power, from resurrecting the dead to shapeshifting mortals or even their own bodies. Gods may choose to 'settle' in a 'frequency' of reality to spiritually orient themselves (these 'frequencies' are what mortals call the Daos, in their inevitable ignorance), which gives them power over said 'frequency' of reality appropriate to the strength of their soul, where the greatest gods may accomplish feats worthy of their greatness, for example a powerful god who 'took residence' in the 'frequency' of the sky may call forth hurricanes and storms that envelops entire worlds. A god can always 'pack up' and 'move' to a different 'frequency' of reality, however this action is rare, as gods quickly become used to the 'frequency' of reality they settle in initially. A good example of such an event would be the greek god Dionysus, who was originally a god of chaos and reincarnation but decided to 'leave', and 'moved' to the 'frequency' of parties and wine. However, keep in mind that 'settling' in a 'frequency' comes with responsibilities, since in order to 'settle' in a 'frequency' a god has to reorder the concepts present, an example of such responsibilities would be the egyptian god Ra, who took 'residence' in the 'frequency' of the sun and therefore has to ferry the sun across the sky every day. Be cautious about Gods, however, they may react with friendliness or hostility, depending on their personality. (Detailed info in **Notes**)

Special Cultivation Methods

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

Meditation: (Free and Mandatory unless you chose **Pill**, in which case you can't take this)
The bread and butter of xianxia cultivation. You will always find meditation a viable option, even if whatever energy you use for cultivation isn't around, though in that case it'll obviously be slow.

Pills: -100 (Free and Mandatory with **Pill**)

Training your ass off is all well and good, but sometimes you just don't have the patience for that. Taking this allows cultivators to ingest specially made pills to boost their cultivation forward. Making these pills requires an experienced **Crafter**, so they can sell for large amounts of money, to the point that a crafting focused cultivator may live off of the profits of selling these.

Paired Cultivation: -100 (Free with lifelink side effect, cannot take with **Pill**)
Your cultivation can be linked to the cultivation of another person binding your souls together closely. As a result of this, as long as either of you cultivate the other will receive the same results from doing so. Though paired cultivation is permanent and a life commitment the results can be staggering. You can choose any limitation for pair, whether only people of opposite genders may pair up, or maybe only people of the same gender can do this, or some other arbitrary limitation, you can choose how it works (you can also customize how people pair together in the first place).

State of Mind: -100 (Discount for **Mind**, cannot take with **Pill**)
Your method works better when you are in a specific state of mind, for instance when you are calm
your method may work better or maybe when you are angry your method becomes easier to cultivate in.

Specific Activity: -100 (Discounted for **Outer Energy**, cannot take with **Pill**)
By performing a specific activity you automatically cultivate, slowly adding to your comprehension and power. This activity could be anything from walking to fighting to even sleeping. The important part is that you do this activity in an effort to cultivate.

Place of Power: -200 (Free with both **Outer Energy** and **Soul**, cannot take with **Pill**)
Certain places emit different types of energy in this and all worlds, under certain circumstances such as being in a certain place your cultivation rises much faster than in other places. Your place of power may be a temple or it could be in a volcano or a bar. Whatever the case when cultivating in this environment you will be immune to the ill effects it may normally have on other people, for
instance while cultivating in a volcano you may be immune to its heat, however, this only works while cultivating so prepare accordingly. You may also choose a circumstance, like being in water or bathed in light.

Communal: -200 (Discounted for **Concept**, cannot take with **Pill**)

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

Cultivation Steal: -200 (Discounted with both **Inner Energy** and **Outer Energy**, cannot take with **Pill**)
One of the rarest and surely most feared types of cultivation. Your cultivation is slightly slower with this however in exchange for that minor growth lag your cultivation takes a portion of the cultivation upon death allowing you to quickly supplement your own growth. Equipment and weapons forged with this cultivation will grow to gain a terrifying bloody presence while a mind focused cultivator may use it to take a very tiny part of the cultivation of those who die fighting against groups they lead. Though you could also use it to take a portion of another's cultivation without killing them if you choose, this requires some form of predetermined agreement or bet.

Automatic Tempering: -300 (Cannot take with **Pill**)
This method allows you to automatically cultivate at all times however it is much slower than other methods. Every moment of your life you will automatically cultivate for equal to 1/5 the amount that you would be able to achieve through meditation in the same amount of time. Can only be purchased four times, increasing the amount cultivated automatically, up to 1/2.

Domain: -300 (Discounted for **Concept**, cannot take with **Pill**)
Not to be confused with godhood, a domain is an aura around you that takes on the general aesthetics of your powers and expresses it upon the world, this aura express is very small at first, limited to the area directly around your body (no more than 2 feet), however as your power grows so does the aura. Those who come into your domain find themselves being suppressed, unable to exercise their full powers (the effect is greater the more powerful you are compared to them, making it merely annoying to your peers and unable to affect those stronger than yourself) while also strengthening your power slightly.

Dao: -500 (Discount with both **Concept** and **Soul**, cannot take with **Pill**)
Your cultivation grants people access to the fundamental levels of reality, granting them power comparable to the gods. Daos are widely known concepts that leave an imprint on the fundamental level of reality. For example, fire is usually associated with warmth, burning, and warding away nocturnal predators, as such, the Dao of Fire may let a soul cultivator to keep themselves warm and burn enemies to deal long-lasting damage, as well as demoralizing the enemies by the simple fact that they’re on fire (This may not affect those stronger than you though). Because of how Daos work, if someone can spread a belief about something across enough people (around a few million), they can change, weaken, strengthen, or even create new Daos. Daos can be strengthened or created by enough people either thinking it’s a strong concept

in an arcane context or worship said concept in a manner similar to gods (the worship method tends to spawn Gods, however, more info in **Notes**). However, a Dao can only be weakened if enough people believe it's weak in an arcane context or otherwise unimportant, which may rarely produce weird situations where you come across a desolate and uninhabited world and finding out that the strongest Dao there is something like the Dao of Cheese. Changing a Dao, however, is the most difficult of this actions, since you need a substantially more people than before to change a Dao (around, say, a billion people), and you must make them believe to the subconscious level whatever change you want to make to a Dao. When you finally get bored of this planet, however, you will find that separate populations can make a Dao have different meanings in different sections of the universe, since strengthening/weakening/changing a Dao has a range as big as the group that make the effect, so if you expand a civilization across the stars, you could end up with different Daos in different planets. A Dao is universal unless there is another big enough group in the same universe to have a different opinion of the Dao, in which case the Dao's meaning will give the illusion of being 'different' in the sections of the universe these groups reside (the Dao's meaning isn't different of course, it encompasses both meanings, however said meanings do not take into consideration each other, hence the illusion of difference).

Aesthetics

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

Sound: -100 (Cannot take with **Pill**)
Your cultivation creates a sound for all to hear, maybe it is a dragon's roar when you slash your sword or a buddhist chant when you make your formations or maybe it is the opposite and the area around you undergoes a complete lack of sound becoming silent as you plan and plot. How this manifests is up to you.

Body Art: -100
When in use your cultivation method create some form of design or symbol on your body, this could be simple as your skin turning to gold or something as complex as a blooming lotus symbol on your forehead that opens as you use your power. Each purchase allows you to add one more effect to the looks of your body while it is in use, these changes do not add anything to the effects of your cultivation.

Fog: -100 (Discounted for either **Inner Energy** or **Outer Energy**, cannot take with **Pill**)
Your cultivation causes a dense cloud of fog or smoke to form around you or your weapon

when you begin using it. This fog may be any color you choose however it will eventually dissipate after use. More purchases of this will cause this fog to last longer.

Aesthetic Construct: -100 (Discounted for **Soul**, cannot take with **Pill**)
This method allows you to add a form of construct to how your cultivation manifests, while not durable enough to be used for anything except looks these constructs can add to the aesthetics of your cultivation. Ghostlike flames surrounding your body or weapon that do not have any heat, phantom women embracing you, or even great horns and a crown appearing on your head are things that are possible, however be warned that these are completely ethereal and have no real effect.

Permanent Marking: -100 (Discounted for **Body**)
A type of mark gained by users of your cultivation method, it can appear where and how you choose either as a tattoo on their body, as a change in their appearance such as their hair changing permanently to a certain color, or even a stylish scar. Each purchase allows you to make one permanent aesthetic change to the users of your cultivation.

Light: -100 (Cannot take with **Pill**)
This adds lights to your cultivation letting you create or remove lighting from your focus. The more purchases you take of this the greater the amount of light it creates or removes. This light can appear when meditating or be around at all times, and the choice of how this manifest is up to you, whether an ethereal glow or floating orbs.

Appearance Improvement: -200 (Discounted with both **Inner Energy** and **Body**)
Practicing your cultivation will slowly enhance the beauty of your skin as well as making you slightly more beautiful or handsome as you advance in power. This doesn't necessarily do anything other than make you more physically attractive but it may make a useful seduction tool.

Side Effects

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

Ichor: -100 (Free with **Godhood**)
After becoming powerful enough (say, a quarter of the way to the final stage, however you can decide to change it), a cultivator's body fluids become better at channeling arcane energies. This doesn't provide any direct boon to the cultivator, as this is just a side effect of their power. There is an advantage to this though, as, usually, in worlds with magic, rituals require some regeant to channel magical energy for some effect, the benefit is that the cultivator can use his own body fluids (and tissue, if he's willing to do that) which will count as perfectly usable materials for this. Of course, the more powerful the cultivator is, the better his body fluids (and tissue) can act as materials for channeling. A good example of this would be a powerful cultivator harvesting his own bones to make valuable weapons, or using his own blood to make formations.

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

Bottleneck: +100
It is already mildly difficult to advance a stage, but sometimes advancing is extremely hard to do. This spike in difficulty is called a bottleneck, and you can add them to your cultivation. You may buy this multiple times, however you can only have up to half the amount of stages you have. For example, if you go with the default 14 stages, you can have up to 7 stages. If you have an odd number of stages, you can have the higher decimal, for example, if you have 15 stages, you can have up to 8 stages, since half 15 is 7.5. You may choose to add some requirements to these bottlenecks, however be mindful that they apply to you too.

Arrogance: +100
Some people let power get to their heads, in the case of your cultivation, power charges in there immediately. Your cultivation makes people arrogant the more powerful they are, underestimating anyone they haven't confirmed to be a peer or stronger, and continue to severely underestimate people weaker than them. This may end in in them angering the wrong person and getting killed, so try to at least promote a silent arrogance, if anything.

Pain: +200
Cultivating causes physical pain to the user, either the pain occurs while actively cultivating or while the person uses their cultivation.

Energy Intensive: +200
Your cultivation method uses up a large amount of your body's energy making you tired and generally lazy after use to the point that you may be unable to stay awake after intense use of your

cultivation.

Phobia: +200
Something about your method causes its users to become deathly afraid of something. Maybe they
are all afraid of spiders or fire, maybe they think ketchup will cause them to die? Either way this causes a permanent phobia of one thing in all who cultivate in it. With time this phobia can be overcome but it will be very difficult. You may add a different phobia for each time you take this option.

Powerless: +300
Your method causes those who practice it to lose all power gained from their cultivation under specific circumstances, such as being near a particular material or eating a specific ingredient or maybe being in a specific event, leaving them vulnerable.

Weakness: +300
Your cultivation creates a weakness in the cultivator which has potential of turning deadly to those who don't avoid it. Maybe it has a chance of damaging the meridians in their veins or possibly it puts too much strain on the body for some people to cope with it. Either way if not careful this weakness can become deadly.

Disfiguring Mutation: +300
Something about your cultivation causes horrible physical mutations in those who practice it, whether it be oversized fangs sprouting from their mouth, withering of the limbs, or ugly marks on
their face and body, something stands out making people generally find those who practice this technique unattractive in some way. It is possible to fix these mutations but if they are removed they have a habit of leaving terrible scars if not properly taken care of.

Insanity: +400
While using this method of cultivation you gradually lose your sanity, either flying into a rage filled
bloodlust or just generally losing their touch with reality while they are using your cultivation. Maybe after you use your cultivation you fall into a stupor unable to discern reality from fiction. Either way it's bad.

Deadly Teaching Requirements: +400
Those who seek to learn your cultivation must undergo some form of dangerous and potentially

deadly ritual as part of its initial learning process. Your body temperature growing high enough to
ignite nearby plants for a short amount of time, being frozen solid, or having the blood in your veins reverse its flow are all examples of this. Taking this side effect multiple times adds a different deadly trial per purchase.

Notes

Kudos to whoever made the World of Cultivation Jump, the jump's cultivation method customization table is the reason I came up with this.

You may give your cultivation a name, but you don't have to.

Yes, **Pill** is supposed to be a 'hard mode' of sorts, and made for the jumpers who want to take power the *really* hard way, for whatever reason.

On **Improved Tempering**: To make it easier to explain, we're going to use a numerical scale. Let's say a cultivator starts at 1.0, and starts meditating. He'd gain 0.1 for meditating, so he would end up in 1.1. Taking **Improved Tempering** increases by half the amount you gain, making it 0.15 for one purchase, leaving the cultivator at 1.15 after meditating. Purchasing it again would make it 0.2, and so on.

On **Godhood**: Fluff aside, this basically grants divinity to the cultivators after a certain stage (Let's say, around four fifths to the final stage), which grants a few powers; dissolving your body to enter an ethereal form, where you have a limited telekinesis that lets you interact with the world normally. You can also you interact with other incorporeal beings in this form. You can also reach the fundamental levels of reality to perform low level reality warping, and choose a 'domain' to gain thematic powers. I worded the fluff specifically so it could be as compatible as possible with sci-fi settings. You can remove the responsibilities part, if you want.

On Gods: Gods with a big G are basically 'natural' gods, spawned from the beliefs of people. How they react to ascended gods is up to you, but it can vary from God to God. Given that Gods have been gods their whole lives, they're on average more experienced than gods, and are therefore a bit more dangerous. Of course, you can always change the cosmology if you want, or even eliminate it entirely, this *is* for creating your own cultivation after all.