Out of Context: Cultivation Supplement

V1.01 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have Cultivation within its continuity.

By taking this Supplement you have chosen to be a Cultivator and you will enter into that continuity as a Drop-In awakening at the location of a lightning strike.
You are visibly similar to a Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

What kind of cultivator are you?

Young Master

You are a member of a family of cultivators that has a long chain of progress and cultivation.

False Cripple

It should not be possible for you to cultivate due to an imbalance in your dantian but after being struck by lightning you have found a different way to cultivate.

Reincarnator

Rather than being a true cultivator you are someone who died and has been reborn within the body of a young cultivator.

External Cultivator

Your form of cultivation allows you to pull energy from your surroundings in order to grow, be that the air, plants or even other people.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Fell From the Sky Origin - Free (Cannot be taken with "Spirit Touched")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as the crater of a lightning strike.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Jing - Free
Jing, also known as Essence, is an energy that naturally moves around your body in order to help repair and replenish it. **Jing** is a combination of the **Yin Jing** you gained at birth which will change as you grow and the **Yang Jing** that is passively gained from the environment. The two forms of **Jing** combine and replenish one another in order to function as a form of immune system as well as fuel for your cultivation.

Meridians - Free
Your body now gains meridians, a complex biological and spiritual system that travels through your body connecting to the 3 dantians in your body which act as the organs for your life energy. The meridians allow a number of spiritual life-energy's known as Jing, Qi, Shen and Wu Wei to travel through your body similar to how sensations travel through your nerves or blood through your veins.

The Golden Stove - Free
The lower dantian, also called "the golden stove" is where your body refines and purifies your **Jing** into latent **Qi**. **Qi** is also known as vital energy with its flow when unimpeded being good for health. Through cultivating **Qi** and refining it into your body you can extend your life indefinitely by halting your body's aging, however your mind will continue to age and your life can still be ended.

The Crimson Palace - Free
The middle dantian, also called "the crimson palace", is used to refine **Qi** into **Shen**. **Shen**, also known as the human spirit or psyche, is responsible for the youth of the mind with its refinement improving a person's memory and mental plasticity.

The Muddy Pellet - Free
The upper dantian, also called "the muddy pellet", is where **Shen** is transmuted into **Wu Wei**. **Wu Wei** is also known as emptiness and is attributed to enlightenment as it connects you to existence around you allowing you to reach out with this energy in order to connect to the land, space and people outside your body as though they were a part of you.

Spiritual Root - Free
Your body now contains a Spiritual Root also sometimes referred to as a Spiritual Core. This Spiritual rood acts as the main organ that is affected by your cultivation. Using your Spiritual Root you are able to guide your body's latent Qi through your meridians and condense your latent Qi in order to reach new layers of cultivation thereby reinforce both your meridians, dantians and Spiritual Root thereby increasing the amount of Jing, Qi, Shen and Wu Wei you can produce. Depending on the cultivation method used your body will utilize the Qi in different ways, most will fuel your body strengthening it, enhancing it's regenerative capabilities and even extending your lifespan potential indefinitely. Some will allow you to do more esoteric things such as flying, teleporting or allow you to transform into a dragon-like creature.

Basic Cultivation Technique - Free
You are able to memorize cultivation techniques and write them down in such a way that a cultivator can perfectly understand what is written and memorize it. You also gain a basic generic combat manual and low grade cultivation technique that is perfect for a beginner cultivator. The generic combat manual contains combat techniques of varying usefulness while the low grade cultivation technique will help you to understand how to meditate, cultivate and structure your Spiritual Root in order to reach a layer of cultivation. However like most low grade cultivation techniques it will lose efficiency and effectiveness as the cultivator grows.
Normally there are 9 Layers of Cultivation to each Realm of Cultivation, however some Cultivation techniques are an exception to this rule, with rank 1 being the start and rank 9 being the peak. After breaking through to the next realm, the practitioner starts at rank 1 of that new realm.

Attribute Awakening - Free
You are now connected to a cultivation structure, which one you get depends on your **Origin** though you may also purchase additional **Attribute Types** for **-100 CP** each.
For each **Attribute Type** you purchase you gain all of the **Attributes** it contains and may select 1 attribute to have **high proficiency**, 1 attribute to have **notable proficiency**, 1 attribute to have **moderate proficiency** and all others that you haven't chosen you will have **low proficiency** with. As your cultivation progresses you will find your Attributes growing in proportion to the level of proficiently you give it.

Form Awakening -100 CP (Free for "Young Master", Requires "Attribute Awakening")
Your form determines how well your Spiritual Root, dantian and meridians react to your **Qi**:
Body - How efficiently your body actively utilizes Qi as fuel.
Mind - How proficient your Spiritual Root is at moving your Qi.
Spirit - How quickly your dantian converts your Jing to Qi.
Talent - How efficient you condense your latent Qi.
Soul - How thick your meridians are and how much Qi you can contain.

Essence Awakening -100 CP (Free for "False Cripple", Requires "Attribute Awakening")
Your essence determines how your body passively reacts to the **Jing** in your body:
Strength - How effectively your muscles use Jing, increasing your passive strength.
Vitality - How much Jing your body passively produces.
Agility - How your nerves absorb Jing improving your reaction and movement speed.
Endurance - How effectively your cells integrate Jing making them more resilient and how effectively your body regenerates.
Foundation - How well your brain absorbs Jing improves your memory retention, mental perception of time and mental structure.

Elemental Awakening -100 CP (Free for "Reincarnator", Requires "Attribute Awakening")
Your elements determine how easily you can convert your **Qi** so that it gains the properties of a specific element. There are 10 elements total consisting of the 4 basic elements, the 4 alternative elemental connections and the binary aspects of light and darkness.
Air - When your Qi is converted to, you can release air to deliver a shock wave of pure force.
Earth - When your Qi takes on the properties of earth it can mimic stones of various sizes to cause boulder-like shields, sandstorm-like visual impairments or quicksand like hazards.
Fire - By converting your Qi to cause it to make things burn or burst into flames.
Water - When your Qi takes on the properties of water it can smother flames be shot out like a cannon or precise amounts for smaller higher pressure attacks.
Aether - If you have your Qi take on the properties of Aether it can take on spatial properties allowing it to expand space to create a void or shrink the distance between two points.
Lightning - Using this your Qi can take on electrical properties allowing it to move at high speeds and to leave a charge and potential paralysis should it strike something.
Metal - From this your Qi can become sharper and far more durable, with it potentially becoming magnetic while being able to conduct heat and electricity.
Wood - You can make your Qi take on the properties of wood allowing it to grow like a living organism and become more durable.
Light - Your Qi can take on the properties of light allowing it to produce light either in small amounts or larger blinding quantities.
Darkness - From this your Qi can take on the properties of darkness allowing it to conceal things in shadows and restrict the vision of its target.

Expression Awakening -100 CP (Free for “External Cultivator”, Requires “Attribute Awakening”)
Your expression determine how well you can utilize your **Wu Wei**:
Range - This indicates how far your **Wu Wei** can reach.
Control - This indicates how much precision you have over your **Wu Wei**.
Penetration - This indicates how much material your **Wu Wei** can pass through.
Speed - This indicates how fast you can move your **Wu Wei**.
Force - This indicates how much energy you can express through your **Wu Wei**.

A Thousand Slaps or One -100 CP
You have precise proportional control over your strength and can control it relative to those you are facing. From this you can control the amount of strength you wish to use so that as long as you are strong enough in relation to your target you will hit them exactly hard enough to get the result you want. If you want to knock someone unconscious with a single strike or severely injure them without causing fatal harm you will always be able to automatically adjust the force to be relative to the target you are striking to get your desired result regardless of how powerful they are.

Martial Cultivation -200 CP
During combat you will find it easier to break through bottlenecks while your body becomes slightly stronger, faster and durable, possibly unlocking abilities related to any Attributes you have high, notable or moderate proficiently in. This also gives you improvements to the generic combat manual the more you fight.

All Attributes -400 CP
You can now improve the attributes of all low proficiency attributes to moderate proficiency and allow you to increase 1 attribute to notable proficiency.

Martial Cultivation Booster: All Cultivation Awakening (Requires “Essence Awakening”, “Form Awakening“, “Elemental Awakening”, “Expression Awakening”)
You can now improve all of your attributes bringing them all to high proficiency.

High-Grade Cultivation Technique -600 CP
You gain a mental library of thousands of different low grade cultivation techniques, hundreds of different moderate cultivation techniques, ten notable cultivation techniques and a single high grade cultivation technique. The low grade techniques will differ greatly with each focusing on an attribute or gimmick, the moderate cultivation techniques are better structured but each have their own specializations, the notable cultivation techniques are a suitable long term cultivation techniques though each will have issues that will eventually be found, the high grade technique will be a bit generic but will allow you to keep growing and improving at a regular rate.

All Attributes Booster: All Elements Cultivation
You gain a number of high grade cultivation techniques. You will gain a high grade cultivation technique Attribute in each Attribute Type you purchased which focuses solely on that attribute. You will gain one high grade cultivation technique for each Attribute Type you have purchased that helps you cultivate all the attributes in that attribute type and you will gain a high grade cultivation technique that equally improves all attributes at a slower rate.

Young Master Perk Tree:

Cultivated Charm -100 CP (Free for Young Master)
As standard in Cultivation worlds there are always people whose beauty are beyond their peers. Now you too are one such person, turning heads of all beings that could be attracted to you. Additionally as you cultivate your body will remove impurities within you so that over time your beauty will grow to the point that you'd cause wars and fights to break out just for your attention even amongst the Gods and Immortals.

Elixir Crafter -200 CP (Discounted for Young Master)
You have gained all the knowledge required for the art of refining. This allows you to create pills and elixirs as well as the tools required to craft them. These pills and elixirs can have many effects such as healing wounds, curing poison, strengthening the body and boosting cultivation. The potency of these pills and elixirs depend on their ingredients and the amount of Jing you push into their creation.

Divine Bloodline -400 CP (Discounted for Young Master)
You now have the bloodline of one of the Five Divine Beasts, the **Azure Dragon**, the **Vermillion Bird**, the **White Tiger**, the **Black Turtle** or the **Yellow Qilin**. The bloodline you choose will boost your affinities so that low proficiency will be boosted to moderate, moderate proficiency will be boosted to notable, notable proficiency will be boosted to high, high proficiency will be boosted to superior and superior proficiency will be boosted to supreme.
The **Azure Dragon** boosts your **Soul**, **Strength**, **Air**, **Wood** and **Speed** Affinities.
The **Vermillion Bird** boosts your **Mind**, **Vitality**, **Fire**, **Light** and **Range** Affinities.
The **White Tiger** boosts your **Spirit**, **Agility**, **Electricity**, **Metal** and **Penetration** Affinities.
The **Black Turtle** boosts your **Body**, **Endurance**, **Darkness, Water** and **Force** Affinities.
The **Yellow Qilin** boosts your **Talent**, **Foundation**, **Earth, Aether** and **Control** Affinities.

All Attributables Booster: All Divine Bloodlines
With this you have access to all 5 Divine Bloodlines but will start with each being segmented meaning that you will need to switch between them as only one is giving you its benefits at a time while the others are dormant.
This also boosts the abilities of any alt-form your bloodline rules over:
The **Vermillion Bird** boosts all feathered and sky creatures.
The **Azure Dragon** boosts all scaled creatures.
The **White Tiger** boosts all land creatures.
The **Black Turtle** boosts all water and ocean creatures.
The **Yellow Qilin** boosts all furred creatures
With time and effort these bloodlines can be merged to gain the benefits of all of them simultaneously.

Cultivated Charm Booster: Cultivated Bloodline
You now gain a high grade cultivation technique for your bloodline allowing you to refine and improve the bloodline abilities eventually allowing you to transform into the respective Divine Beasts, boosting their innate abilities considerably.
As your cultivation progresses you'll unlock the inherent abilities of your chosen bloodline;
The **Vermillion Bird** gives you greater life-force and healing, the purifying flames and it's Nirvana Rebirth (Self-Resurrection).
The **Azure Dragon** grants greater speed and agility, a superior Dragon Pressure and a higher Authority over the Skies.
The **White Tiger** grants you greater strength, control over Wind and a natural instinct for Slaughter.
The **Black Turtle** grants you greater endurance and durability, control over water and the seas and the ability to reflect the damage you receive.
The **Yellow Qilin** greatly increases your luck and insight, granting greater comprehension abilities and allows you to more easily enter the state of Enlightenment.
If you have ***All Divine Bloodlines*** then you gain all five high grade cultivation techniques and a superior cultivation technique that covers all five and when reaching the higher realms will harmonize the Bloodlines to grant you greater understanding of the Dao of Five Phases and the Natural Order of the Universe.

Twin Core Cultivator -600 CP (Discounted for Young Master)
You now have two Cultivation Cores with each one allowing you to use a different Cultivation technique simultaneously without affecting one another while allowing you to either gain the benefits of both or switch between which one is active.

High-Grade Cultivation Technique Booster: Twin Core Cultivation Technique
You gain eight paired high grade cultivation techniques and two paired superior cultivation techniques that are intended to be used by multiple people simultaneously, acting as twin cultivation methods that benefit one another while canceling any side effects that either normally produces. You can now selectively connect any of your Cultivation Cores together in order for you to benefit from the advantages of both twin cultivation techniques.

Elixir Crafter Booster: Core Crafter
You can now craft your Jing into additional Cultivation Cores allowing you to practice new cultivation techniques for each Cultivation Core as though you had never cultivated before without harming your progress or being affected by any of your other Cultivation Cores. You can also use this to create elixirs that can form a new Cultivation Core in anyone who consumes it.

False Cripple Perk Tree:

Cultivated Breaths -100 CP (Free for False Cripple)
You no longer need to stop and meditate to cultivate as you can now passively cultivate simply by breathing, normally when you cultivate this way you would cultivate at half the rate as if you were meditating, however by concentrating on your cultivation you will be as efficient as if you were performing full meditative cultivation while performing other actions.

Refreshed Progress -200 CP (Discounted for False Cripple)
Whenever you reach a new layer of cultivation your body will be completely restored so that any damage to your body will be entirely healed, tiredness will be washed away and your body will become more refined allowing you to grow at a faster rate.

Profound Core -400 CP (Discounted for False Cripple)
Your body's internal Jing is far purer allowing it to function far better and to be processed into far more refined Qi, Shin and Wu Wei. Thanks to this, the amount of Jing, Qi, Shin and Wu Wei to cultivate to reach a new level of cultivation will be far less than otherwise required.

All Attributes Booster: Profound Attributes
The purity of your Jing boosts all of your affinities so that moderate proficiency will be boosted to notable, notable proficiency will be boosted to high, high proficiency will be boosted to superior and superior proficiency will be boosted to supreme.

Cultivated Breaths Booster: Profound Breaths
Your breathing allows you to cultivate at a far higher rate, effectively improving your cultivation technique by one grade and replenishing your body, making it so that you no longer need food, water or sleep.

Leveling System -600 CP (Discounted for False Cripple)
Through this you gain a gaming system that can integrate any other system you have or gain in the future. This gaming system is connected to your cultivation, whenever you gain XP it improves your cultivation and helps you to reach a new layer of cultivation. You can gain XP through defeating or killing enemies or through completing quests that the system gives you. The quests can also reward you with Skill Books that can be converted into Game Skills. Game Skills are perfectly recorded within your mind and the system so that you can perform them perfectly every time. Game Skills can be gained from touching books that are not Skill Books or using Abilities and techniques you possess, these Game Skills can be improved the more you use them.

High-Grade Cultivation Technique Booster: Leveling Cultivation Technique
The gaming system now contains an inventory that you can store items in and whenever you complete a quest you can be rewarded with items including but not limited to crafting resources, healing items, real money, weapons and cultivation techniques of various ranks.

Refreshed Progress Booster: Leveling Progress
Your Gaming System now displays a status that shows the details of yourself and anyone you appease, it normally contains the target's name, cultivation level and attributes. Whenever you gain a certain amount of XP you gain a level, each new layer of cultivation will consist of a number of levels. Each time you Level Up you can increase the total level of your Attributes via points you gained from each level additionally whenever you reach a level that gives you a new layer of cultivation you will get to pick a micro perk from the gaming system. Micro perks can also be gained as a quest reward with them boosting you in some way including but not limited to slightly raising your attack, improving your knowledge in academics, giving you a breath attack, giving you access to some kind of bloodline or slightly improving your ability to dodge.

Reincarnator Perk Tree:

Life Energy -100 CP (Free for Reincarnator)
Your life energy is far purer than others allowing you to pass through bottle necks far easier than others and allows your body to produce and assimilate Jing, Qi, Shen and Wu Wei at twice the normal rate.

Qi Smith -200 CP (Discounted for Reincarnator)
You gain all the knowledge and skill required for you to perform metal craft to forge jewelry, weapons and armor as well as how to integrate your Qi into metal and formations. By infusing your Qi into metal you can enchant them with additional effects such as making them sharper, lighter, heavier, more durable and can be made more esoteric, such as giving the item a pocket dimension. By infusing your Qi into formations in order for it to act as a battery for an area of land or an object allowing it to be triggered in order perform a preset Qi Technique.

Combat Cultivation -400 CP (Discounted for Reincarnator)
Whenever you are fighting your body will adapt allowing you to grow stronger through combat Cultivation which will aid you in breaking through bottlenecks and alter your body to better defend from the forces that struck it aiding your body in becoming more durable.

All Attributes Booster: Combat Attributes
The more you use an attribute the higher its total level will increase, you will also gain some control over what aesthetic changes happen to your body so you can control how emphasized your attributes become.

Life Energy Booster: Adaptive Energy
You are no longer restricted to only using Qi and can now tap into other forms of life energy including Ki, Chi, Psi, Mantra, Aura and Mana with you being able to integrate each into your meridians, dantian and Spiritual Root thereby allowing you to improve your cultivation in different ways while adding their usage to your arsenal of abilities.

AI Assistant -600 CP (Discounted for Reincarnator)
It seems that before you reincarnated you had an advanced AI assistant device proficient in data storage and analysis implanted in your DNA. Because of your reincarnation this device has merged with your spiritual being allowing you to access its vast database of knowledge and information as though you were remembering information from your own memory while also recording everything that you experience in order to perfectly integrate it into your database and allowing you to relive it later. The AI assistant can decipher foreign information including languages from different cultures, it can scan your abilities such as your cultivation level and Attributes. The AI Assistant can create an interactive simulation of any information you have and can process vast amounts of information in order to aid you in any way it can, including detecting any mistakes you make during your cultivation and how to repair the damage. Despite the AI Assistant not being capable of true intelligence it is able to grow and improve with your cultivation.

High-Grade Cultivation Technique Booster: AI Techniques
The AI Assistant can now analyze cultivation data on command, running simulations and making deductions based on the gathered information allowing it to improve and combine cultivation techniques, enhance Qi usage and other abilities by providing real-time feedback and suggestions. The AI Assistant can monitor Qi and vital signs, alerting you to potential dangers or opportunities for advancement.

Qi Smith Booster: AI Smith
You can create extensions for your AI Assistant within formations and metalwork that allows you to create servers to boost your AI Assistants capabilities as well as allows you to scan the cultivation and memories of others. You can also use these extensions to hold and transmit information into someone's mind while recording what is happening to them in real time.

External Cultivator Perk Tree:

Spirit Consumption -100 CP (Free for External Cultivator)
You are now able to devour spirits, supernatural creatures and demonic beings that are without a physical form allowing you to grow by absorbing their energy. This influx of energy will greatly boost your cultivation however as the energy is not a part of your body it will quickly burn off if it is not refined and purified fast enough.

Comunal Progression -200 CP (Discounted for False Cripple)
You can now awaken the spiritual aspects that others need to cultivate, giving them access to Jing, Meridians, Dantians and their Spiritual Root. The person who you have spiritually awakened will have attributes appropriate to their personality and lifestyle.

Shen Manifestation -400 CP (Discounted for External Cultivator)
You are now able to summon a tool or weapon made from your **Shen**, this tool will be deeply connected to your cultivation and benefits from your progress as you do. At first your Manifestation will only grant you minor benefits, but as you progress in cultivation and feed it, you'll find it a very worthwhile investment.

All Attributes Booster: Shen Attributes
Your Shen Manifestation is now able to change its shape to match your intention with the size, shape and design of the tool changing to fit your will so that even if your tool is normally a blade you can alter it to take the form of a shield, armor, arrow or even an accessory.

Spirit Consumption Booster: Spirit Manifestation
Whenever you devour the energy of another being you can retain an imprint of it, allowing your Shen Manifestation to mimic it. From this you can summon your tool as a replica of the creature which will act on your benefit or transform yourself into a hybrid of yourself and the target entity boosting your power and giving you access to any abilities the being had.

Vampiric Cultivation -600 CP (Discounted for External Cultivator)
You are now able to passively drain the lifeforce of others allowing you to cultivate and strengthen yourself by steadily draining their energy without any outward sign other than their growing exhaustion. You can use this whilst engaged in combat allowing you to drain energy from an enemy with the drain being faster the more the enemy is exerting themself.

High-Grade Cultivation Technique Booster: Vampiric Technique
You gain 6 high grade cultivation techniques and one superior cultivation technique which each focus on different methods of utilizing the energy you drained from others. Some of these techniques focus on extending the range, speed and number of targets you can consume energy from, at the higher grades of some of these techniques you could drain the energy from an army almost instantly.
When taken with **Spirit Manifestation** you also gain 3 techniques that focus on copying the abilities, techniques and memories of those whose energy you have drained.

Comunal Progression Booster: Comunal Cultivation
You are now able to combine your cultivation techniques with that of others allowing you to boost your own cultivation through using the refinement of others. From this you can force excess energy into the Dantians of others causing them to become saturated with the energy you give them and then reabsorb the energy again thereby allowing you multiply the effectiveness of your cultivation while boosting the cultivation of others. Depending on which technique you use to practice this form of cultivation it can be compared to a group religious experience or very intimate as is often referred to as Dual Cultivation. If you are of a more parasitic intent then you can just force your **Jing** into them and take their energy forcibly.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Robes - Free
This set of soft and comfortable Daopao comes in a color of your choice.

Broken Sword - Free
This sword has been damaged with the blade itself broken into two pieces. Despite that this sword can still grow to the size of a surfboard and shrink to the size of a house key. Should it be repaired you would also be able to cultivate the blade so that you could move it at high speeds with your mind.

Pill Furnace - Free (Exclusive to “Elixir Crafter”)
This Pill furnace is a tool used during the creation of pills and elixirs. The Furnace makes the refinement process easier so that the user is able to produce better medicinal pills and elixirs.

Smithing Forge - Free (Exclusive to “Qi Smith”)
The tools and equipment within this forge aids the user in engraving formations and preparing metal to receive Qi from them thus enhancing the capabilities of the tool created.

Drawbacks:

Spirit Touched +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a Local who has gained the biology required to cultivate.
You will need to work out your Background with your Jump Chan, additionally you will not gain any of the free Items from this Supplement.

Invasion +200 CP
Normally you would be the only cultivator within this continuity, however with this drawback three Xianxia thugs will appear at a similar level of strength to you and each will intend to destroy you.

Cultivation Snob +300 CP (Exclusive to Young Master)
You are now a true cultivator stringent to the arts of cultivation and can only take **General Perks** and perks from the **Young Master Perk Tree**.

True Cripple +300 CP (Exclusive to False Cripple)
You are actually unable to practice true cultivation and can only take **General Perks** and perks from the **False Cripple Perk Tree**.

Energy Wielder +300 CP (Exclusive to Reincarnator)
You are not a true cultivator as you retain your pre-Reincarnated body however you are internally ergokinetic allowing you to wield energies like cultivators do, allowing you to cultivate but you can only take **General Perks** and perks from the **Reincarnator Perk Tree**.

Parasite +300 CP (Exclusive to External Cultivator)
Your cultivation tends to function inefficiently when used internally causing you to gain a hunger and need to take the energy from outside your body as such you can only take **General Perks** and perks from the **Reincarnator Perk Tree**.

Xianxia Protagonist +200 CP/+1200 CP
You may take this drawback once per origin gaining **+200 CP** and summoning a generic Xianxia Protagonist of that type to your setting that will have access to all the perks of the selected origin and will see defeating you as their main priority.
You may choose to take this drawback for **+1200 CP** in which case all 3 origin protagonists will appear in your setting as well as a superior Xianxia Protagonist who will have access to all the perks on this Jump Document.

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal; sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shields, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuities.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP
Everyone expects you to already know what's going on so don't expect to get any explanations.

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it’s just about to be relevant.

What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won’t be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally filling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible, you can't tell if a week has gone by or eight years.

You get one more +300 CP
If you do something annoying more than twice you will get punished. How, why by who? Well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated, there is no way around this, you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes:

This section gives details on the various cultivation terms.

Attributes

These components determine how efficient you are with the attribute.

Cultivation Technique

Cultivation Techniques are methods of shaping your Spiritual Root and structuring your body. Cultivation Techniques come in different grades with each giving the user a different level of power:

Low Grade Techniques can help someone grow to an above human level but will normally end when reaching the first Realm of Cultivation.

Moderate Grade Techniques can help someone reach superhuman levels of strength and power but will normally be limited to between 2 and 5 Realms of Cultivation.

Notable Grade Techniques can help a cultivator reach a transcendent level of power but will take many years to accomplish and normally have no less than 7 Realms of Cultivation.

High Grade Techniques are far faster than most lesser Cultivation grades and will normally reach 9 Realms of Cultivation.

Superior Grade Techniques can reach beyond 9 Realms of Cultivation allowing them to slowly grow indefinitely.

Supreme Grade Techniques are the highest possible grade of Cultivation Techniques allowing the user to grow indefinitely with far less effort.

Dantian

The Dantian are spiritual organs that help your body process spiritual energies into other forms of spiritual energy.

Jing

Jing is an energy that naturally moves around your body in order to help repair and replenish it.

Meridians

Meridians are a complex biological and spiritual system that travels through your body and allows a number of spiritual life-energy's to travel through your body similar to how blood moves through veins.

Qi

Qi is also known as vital energy with its flow when unimpeded being good for health.

The Crimson Palace

The middle dantian is located adjacent to the heart and is used to refine Qi into Shen.

The Golden Stove
This is the lower dantian where your body refines and purifies your Jing into latent Qi. This organ can be found at the crossing of the horizontal line behind the Ren-6 acupoint and vertical line above the perineum.

The Muddy Pellet
The upper dantian is found at the forehead between the eyebrows and is where Shen is transmuted into Wu Wei.

Shen
Shen, also known as the human spirit or psyche, is responsible for the youth of the mind with its refinement improving a person's memory and mental plasticity.

Spiritual Root
The Spiritual Root is a spiritual organ that normally starts slightly above the Golden Stove but through cultivation grows throughout and beyond your body.
Using your Spiritual Root you are able to guide your body's latent Qi through your meridians and condense your latent Qi in order to reach new layers of cultivation.

Wu Wei
Wu Wei is also known as emptiness and is attributed to enlightenment as it connects you to existence around you allowing you to reach out with this energy in order to connect to the land, space and people outside your body as though they were a part of you.