

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. Cultivation is as varied as it is numerous. As such, I’ve 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 I recommend using it with the Generic Xianxia Jump, since it doesn’t outline any particular cultivation.

Important note: This supplement is mainly meant as an aid towards crafting a cultivation. You may feel free to change the details of what exactly the options bought here present, with most options providing an example to give an idea of what they’re supposed to give (of which you can consider the default option if you don’t feel like detailing the cultivation you make with your build). Please fanwank responsibly, I can’t stop you from just saying you instantly ascend to nigh-omnipotence but why would you even pretend to use this supplement in such a case?

+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 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 and details of sub-stages however you want.

Additionally, 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 your chain ends). It will take comparatively long, however, a few million years or more is not out of the question. That said, the amount of time it takes to actually advance through the stages of your cultivation, assuming a base of a decent but not extraordinary talent (such things can massively change how long someone takes to climb up the stages), is completely under your control.

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.

Inner:

Your cultivation nurtures the inner energies of your being, and strengthens them to achieve the desired result. Perhaps because these are your inner energies, it might be easier to control them or suppress them for stealth. However, it could be mildly harder to manifest on the outside, making it better used for focusing on one's body, or perhaps binding oneself to something. Cultivators may have/develop meridians, or dantians, or maybe it's just some nebulous spiritual energy.

Outer:

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 this is energy that permeates the entire world at various densities, this energy could be easy to control outside of one's body, after processing them in the cultivator's body, that is. However, this energy might not be meant to be restrained, and as such it would be 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. It could be that 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. Concepts could 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.

Focus

Every cultivation method has its focus, the thing that that method enhances and makes better. Normally cultivations enhance a bunch of things, so you get three **Focuses** for free, however you can add more focuses to your method by paying 100 cp.

Control:

Your cultivation allows you to have greater control over your power, likely enhancing things you create and conjure, making them all around better than what others could accomplish. This Focus could also allow you to permanently enhance creatures and plants you grow and conjure, making them more robust, healthy, and making their medicinal or alchemical effects overall stronger, as well as possibly improving the effects of the cultivation method as a whole, as well as aiding in the usage of techniques.

Crafting:

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. This Focus may also help in developing many small tricks to improve equipment and its use. People with this type of cultivation can even specialize in a type of formation/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:

Your cultivation method slowly enhances your body making you stronger, faster, and overall more durable. Your cultivation may also enhance your physiology, allowing cultivators to endure slightly more extreme temperatures, their bodies to filter more potent toxins or poisons, eat and process significantly more food, and even survive harsher and harsher injuries as you advance along the stages.

Mind:

Your cultivation enhances your mind, making your thoughts clearer, your mind sharper, and your ability to retain memories go through the roof. It might also develop strange mental tricks the further you cultivate, maybe obtaining greater control over your unconscious mind, allow you to freely add, modify, or get rid of instincts, or perhaps become able to understand and comprehend logic and ideas normally beyond humanity (or whatever race you are).

Soul:

Your cultivation enhances your soul, to a result that might not be immediately noticeable, but is very significant, especially on the spiritual side of things. Perhaps making you better at manipulating your environment and performing what non-cultivators might refer to as magic. It could have lesser effects on your mind and body as it is strengthened, or maybe it allows you larger quantities and better qualities of spiritual energy at your disposal. It could even preserve your memories and being after death, becoming a spectre while retaining your strength.

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 some that are passive effects and thus always 'active'. The greater your level of cultivation is the greater these effects will be.

Boost mode: -100 (Discount Inner)

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 (or more, or less) 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.

AoE: -100 (Discount Outer)

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

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. The actual believability and/or detail of the illusions likely vary quite a bit depending on the skill and stage of the cultivator.

Elemental Enhancement: -100 (Discount Concept)

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 likely gets a bit more metaphysical with this, cultivating the element of water may make them someone 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 and techniques with effects associated with their element, such as firestorms with fire or durability enhancing buffs for earth. In order to train an element, one might need to meditate in places where it is prominent, like a volcano for fire and lava, and they could get insights as to how to use the elements of nature.

Constructs: -100 (Discounted **Outer**)

Your cultivation allows you to create a construct to aid in some action. A body focus creating personal armor and additional limbs or a spirit focus conjuring birds to scry on distant locations are both good examples. When combined with **Element Enhancement** this could allow for the creation of an elemental construct such as the aforementioned birds being made of flame. The constructs themselves can look ethereal or otherwise, but usually they'll be fully solid.

Extended Range: -100 (Discounted **Outer**)

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 massively 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 (Discounted **Inner**)

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 can grant mind focused cultivators greater attention to detail while a body focused cultivator may help someone to strike weak points.

Curses: -200 (Discounted **Concept**)

This method produces deleterious and usually long-lasting effects to inflict on targets. Some crafting focused cultivators may use this in conjunction with their formation knowledge to create sealing/trapping formations while body focused cultivators could use it to place a life draining curse on their enemies, while soul focused cultivators may be able to manipulate the souls of others in order to cripple them.

Cut: -200 (Either this or **Bludgeon** discounted for **Weapon**)

This method adds 'edges' to your energy allowing it to cut into your enemies. As your cultivation deepens, so 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, or are too far away, and perhaps even summon cutting force with nary but a flick of the wrist, although such techniques might require a high level of cultivation.

Bludgeon: -200 (Either this or **Cut** discounted for **Weapon**)

This method allows your energy to cause concussive damage through blunt force. This can be used by weapon focused cultivators to add significant amounts of force to their punches or strikes, perhaps even cause such damage with minor movements, although such might require a high level of cultivation. Using it with normal strikes could increase the effective range of physical attacks, too.

Charge: -200 (Discounted for **Inner**)

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 undergo flashes of inspiration as creativity and innovation clumps together into bigger insights.

Flight: -200

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

Your cultivation grants you the power to directly drain the vitality from your target, and while this does not mean it will heal you for very much (if at all), it *will* weaken your target. 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

This method of cultivation creates permanent pieces of equipment from the user’s energy, either a weapon such as a sword or spear, or a set of armor. 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. The equipment may also develop special abilities related to the abilities of the cultivator, after they advance in the stages far enough.

Binding: -200 (Discounted **Inner**)

Your cultivation lets the cultivator 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 receives a general improvement in quality, enough to always be useful to the cultivator at whatever function the item was made for. If bound to an animal, the animal will develop full intelligence with time, maybe even a human (or whatever race the cultivator is) form, and its strength is elevated to match the cultivator's, although restricted to their intended function (such as offense for weapons and defense for armor). In addition, it might obtain an unbreakable telepathic bond with the cultivator, perhaps letting them see through each other's eyes and communicate regardless of the circumstances.

Longevity/Immortality: -300 (Free with **Godhood**)

Your cultivation makes the lifespan of cultivators significantly longer, and even extends it indefinitely. For example, the cultivator might gain an extra 200 years of lifespan every stage and get [type 1 immortality](#) in the middle sub-stage of the final stage.

Energy Draining: -300

Your cultivation has the special property that it can drain the energy from your enemies' techniques, blunting or possibly even blocking them outright. It could 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**)

Some forms of cultivation cause the user to change physically, these mutations have a variety of uses. Possible mutations are the ability to breath through your skin, grow scales for defense, or enhance the cultivator's vision by altering their eye structure. Additional purchases allow you to add another physical mutation, while the actual strength and utility is usually tied to the stages of cultivation. The mutations shouldn't be particularly ugly or detrimental to one's appearance, but it is a possibility, maybe the aesthetics of the mutation are affected by the personality of the cultivator.

Temperature Resistance: -400 (Either this or **Toxin Resistance** discounted for **Inner**)

Something about your cultivation grants great resistance to temperature extremes, even beyond what the cultivator's body would normally be able to endure. At its lowest levels this ability means you may be able to safely hold glowing hot metal while at its greatest you may be able to withstand bathing in lava, and advancing your cultivation enough may see you standing on the surface of a star, and even survive a supernova point blank for particularly powerful cultivators. Or perhaps the resistance never gets that far, or reaches such levels sooner.

Toxin Resistance: -400 (Either this or **Temperature Resistance** discounted for **Inner**)

Your cultivation grants the cultivator's body greater ability to neutralize toxins and poisons at an increased rate. At its lowest point this might merely mean that the cultivator will find it difficult to get drunk, however at its highest level they may find themselves immune to even the strongest mundane toxins and poisons, with powerful enough cultivators becoming completely immune to toxins and poisons of all kinds, even supernatural ones. As a sort of side effect the cultivator can probably use their blood as a neutralizing agent for many poisons that exist so long as they're powerful enough to survive them.

Godhood: -600

With this, not even the realm of the gods is out of the cultivator's reach. Godhood grants a lot of power, and some interesting abilities. For example, gods could dissolve their bodies to move as an ethereal spirit (which they can choose the appearance of, but looks like their physical form by default) and reform their body somewhere else, without affecting their powers negatively, which may even become slightly easier to use, since they could channel their energy through their soul alone. They could also gain a limited sort of telekinesis, roughly equal to what they can do with their physical bodies, and with enough finesse to simulate interacting with the mortal realm normally. This ethereal form could interact with other spirits and gods as they are on the same 'level' of reality. Gods could 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 could choose to 'settle' in a 'frequency' of reality to spiritually orient themselves to, which could give 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 be able call forth hurricanes and storms that can envelop entire worlds. A god might always be able to 'pack up' and 'move' to a different 'frequency' of reality. However, 'settling' into a 'frequency' could come with responsibilities, for example, a God of the Sun having to actually move the sun across the sky every day. (A small explanation is in **Notes**)

Special Cultivation Methods

Not all cultivation methods are the same and many of them find some very odd ways to deepen the user's 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)

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 slower than normal.

Pills: -100

While meditation is a pretty effective way to get stronger, not everyone has the patience required. Taking this allows cultivators to ingest specially made pills to boost their cultivation forward. Making these pills likely requires an experienced **Crafter**, while also needing increasingly rare and powerful ingredients. The actual appearance of the pills varies, but usually they're in the shape of marbles, with a color and inner pattern related to the intended purpose of the pill, such as a pill made to help a cultivator that uses fire being orange-red and having fiery patterns visible inside.

Paired Cultivation: -100 (Free with lifelink side effect)

Cultivation can be linked together between two cultivators, possibly binding their souls together closely. As a result of this link, as long as either cultivator cultivates, the other will receive the same results from doing so, while if both cultivate at the same time, their progress will be boosted, and then boosted even further if they cultivate together through some method (usually tantric). Paired cultivation could be permanent and a life commitment, or it might be temporary and only for the duration of the actual cultivation. There might be a limitation for who can pair with who, 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, if at all. How people pair together is important too, maybe they could simply cultivate together with the intent of linking their cultivation, or perhaps it requires a more intimate ritual.

State of Mind: -100 (Discount for **Inner)**

Cultivation works better when you are in a specific state of mind, or perhaps it requires it. For instance, maybe one requires a serene calm to cultivate at all, or maybe when the cultivator is angry, cultivation becomes easier and faster.

Specific Activity: -100 (Discounted for **Outer)**

A cultivator can cultivate by performing some specific activity, with the same effect as cultivating. This activity could be anything from walking to fighting to even sleeping. The important part is that the activity must be performed and be focused on. Or maybe a cultivator can perform it in 'autopilot', so to speak, while thinking about other things.

Place of Power: -200 (Discounted for **Outer)**

Certain places emit different types of energy in this and maybe even all worlds, and 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 you should probably prepare accordingly. You may also choose a circumstance, like being in water or bathed in light.

Communal: -200 (Discounted for **Concept**)

Your cultivation is better used in groups, allowing a cultivator's understanding and power to deepen greatly when used with others who practice the same method of cultivation. Perhaps it's exchanging a cultivator's understanding of a concept, or maybe it's some sort of spiritual resonance. It may even follow some elemental system, such as the Five Elements, where some elements aid some other elements and undermine others, in which case communal cultivation would be tricky.

Cultivation Steal: -200 (Discounted with both **Inner** and **Outer**)

A way to cultivate is to take a portion of the cultivation of other cultivators upon death, allowing a cultivator to quickly grow in power if they kill enough of their peers fast enough. Equipment and weapons forged with this cultivation might grow to gain a terrifying bloody presence while a mind focused cultivator may be able to use it to take a very tiny part of the cultivation of those who die fighting against groups they lead. Though it could also be used to take a lesser portion of another's cultivation without killing them if the cultivator chooses, this likely requires some form of predetermined agreement or bet.

Practical Experience: -300

A good way for cultivators to grow in power is not to meditate for prolonged periods of time, but rather to go around the world having adventures and meeting challenges. The harder and more costly a challenge or the more fulfilling an experience, the more a cultivator advances. While vague and highly situational due to the nature of adventures, this method should be at least as fast as meditating normally, provided the cultivator doesn't meet challenges that require them to put in massive amounts of effort to solve, in which case their cultivation would increase appropriately.

Domain: -300 (Discounted for **Concept**)

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 might express itself in small ways at first, limited to the area directly around a cultivator's body, however as a cultivator's power grows so does the aura. Those who come into a cultivator's domain may find themselves being suppressed, unable to exercise their full powers, with the effect being greater the more powerful a cultivator is compared to them, making it merely annoying to peers and possibly outright unable to affect those stronger than themselves, while possibly also strengthening their own power and techniques slightly within the aura.

Dao: -500 (Discounted for Concept)

Your cultivation is done through investigation and understanding of fundamental levels of reality, giving them access to and control of the Dao(s). The more a cultivator understands the Dao, the more powerful they are, possibly even becoming able to warp reality according to the themes of their Dao. Usually the Dao or Daos are fundamental truth(s) of reality, but you're not restricted to that for your cultivation. For example, let's say that Daos are widely known concepts that leave an imprint on the fundamental level of reality, with cultivators who choose to attune themselves to them acquiring a power related to the Dao. Such as, say, fire, which is usually associated with warmth, burning, and warding away nocturnal predators, letting a cultivator keep themselves warm and burn enemies to deal long-lasting damage, as well as demoralizing their enemies by the simple fact that they're on fire (This may or may not affect those stronger than cultivator). Because of how these Daos work, if someone can spread a belief about something across enough people (around a few million), they could change, weaken, strengthen, or even create new Daos. Daos could be strengthened or created by enough people either thinking it's a strong concept in an arcane context or worshipping said concept in a manner similar to gods. However, a Dao may only be possible to weaken if enough people believe it's weak in an arcane context or otherwise unimportant, which could rarely produce weird situations where a cultivator comes 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, could be the most difficult of these actions, requiring substantially more people to do so (around, say, a billion people), and they must believe whatever change is desired to a Dao. Maybe separate populations can make a Dao have different meanings in different sections of the universe, with the cause being that strengthening, weakening, changing a Dao has a range as big as the group that produces such an effect, so if a cultivator explored the stars, they could find different Daos in different planets. A Dao could universal unless there is another big enough group in the same universe to have a different opinion of said Dao, in which case the Dao's meaning would give the illusion of being 'different' in the sections of the universe these groups reside, although with the Dao's meaning not actually being different, but encompassing both meanings, while only having either meaning available in their respective locations, 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

The act of cultivation creates a sound for all to hear, maybe it is a dragon's roar when a cultivator slashes their sword, or a buddhist chant when they make formations, or maybe it is the opposite

and the area around a cultivator undergoes a complete lack of sound becoming silent as they plan and plot. How this manifests is up to you. It might even vary for each cultivator.

Body Art: -100

When a cultivator, well, cultivates, they create some form of design or symbol on your body. This could be as simple as their skin turning to gold or something as complex as a blooming lotus symbol on their forehead that opens as they use their power. Each purchase allows you to add one more effect to the looks of a cultivator's body. These changes do not add anything to the effects of your cultivation, they're purely aesthetic.

Fog: -100 (Discounted for **Outer)**

A dense cloud of fog or smoke forms around a cultivator as they actively use their power, or if they choose to form it by itself. This fog may be any color you choose (may even vary or be in the control of the cultivator), however it will eventually dissipate after use. More purchases of this will cause this fog to last longer. The fog doesn't actually impede sight, but it can frame the cultivator to make them seem bigger.

Aesthetic Construct: -100 (Discounted for **Soul)**

Your cultivation method allows a cultivator to summon ethereal constructs. While not durable enough to be used for anything except looks, these constructs can add to the aesthetics of cultivator's fashion. Ghostlike flames surrounding one's 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. They can look solid, however, and the actual constructs may even be fully under the cultivator's control, to manifest whatever aesthetics they want. It can't actually disguise them, however.

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. Alternatively, you may make the markings related to the cultivator's personality and how they use their power, or even let it be under the cultivator's own control.

Light: -100

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 manifests is up

to you, whether an ethereal glow or floating orbs. The color is likewise up to choice, and an option is to, again, let the individual cultivator choose how this manifests with them.

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. The actual type of beauty, whether being adorable, sexy, imposing, and so on, can be chosen, or left up to the individual cultivator's temperament or conscious choice.

Side Effects

These are the unintended, and possibly unwelcome, 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, so restraint is recommended but not mandatory.

Ichor: -100 (Free with **Godhood**)

After becoming powerful enough (say, the first sub-stage of the final stage, however you can decide to change it), a cultivator's bodily fluids and tissue 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 reagent to channel magical energy for some effect, the benefit is that the cultivator can use their own body fluids (and tissue, if they're 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 their own bones to make powerful weapons, or using their 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. They can

be anything from having to endure through tribulations (punishment sent from the heavens, usually getting struck by supernaturally strong lightning), to requiring the use of specific pills that need rare ingredients to craft, or perhaps simply a step of the cultivation process that happens to be excruciating to go through. You may buy this multiple times, each additional purchase adding another bottleneck, or worsening any amount of the bottlenecks you already have. By default you can start with three relatively difficult bottlenecks, which will significantly impair the advancement of most cultivators if they can pass it at all. You can decide what the bottlenecks actually are, although they must be at minimum as difficult as the default ones (you cannot make them easier). If you buy this enough times to worsen the bottlenecks they might become genuinely impossible to not only pass but even survive them. Bottleneck difficulty is going to be relative to the level of power most cultivators will be at when they run into them, barring power not related to the cultivation method itself. Do keep in mind these bottlenecks will apply to you as well, barring perks.

Arrogance: +100

Some people let power get to their heads, but in the case of your cultivation, power charges in there immediately. Your cultivation makes people more arrogant the more powerful they are, even if they normally wouldn't be that kind of person. Cultivators will underestimate anyone they haven't confirmed to be a peer or stronger, and continue to severely underestimate people weaker than them. This may end 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. At the beginning it's little more than a sting, which might mess with the cultivator's focus, but subsequent purchases might end up making your cultivation method genuinely agonizing.

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. It might not be particularly troublesome, knocking you out for a minute at most at the start, but if you purchase this enough times it might actually manage to kill careless cultivators.

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, if you don't want to worsen the first phobia. Which might not be the best idea, as enough purchases might make it simply impossible to overcome.

Powerless: +300

Your method causes those who practice it to lose a noticeable amount of 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. Subsequent purchases add more circumstances or states of mind/being that cause this loss in power, or worsen the effect that a previous one has. With enough purchases a particular circumstance can make even a cultivator at the peak of this method as powerless as a common man.

Weakness: +300

Your cultivation creates a weakness in the cultivator which has the 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. Subsequent purchases can either add more weaknesses or worsen the effects of a previous weakness, which can quickly become genuinely lethal to even the smallest teasing.

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. Subsequent purchases can either add more disfigurements or worsen previous ones, making them either more ugly or harder to remove.

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. Subsequent purchases make this either happen sooner or faster, or make the insanity harder to recover from, perhaps becoming permanent with enough purchases.

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, or worsens a previous trial (limited to doing this once per trial) to be borderline impossible to survive without power unrelated to the cultivation method itself.

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.

On **Godhood**: Fluff aside, this basically grants divinity to the cultivators after a certain stage. Generally this should give significant amounts of power and versatility on its own. (Or not, up to you). The examples given in the option itself are all one big example, so that should get the point across on the level of improvement that godhood is.

On **Dao**: Like with **Godhood**, the examples given are all one big example of the possible mechanics of the Dao you may come up with. Generally it needs to be some form of esoteric underlying aspect of reality.

v1.1