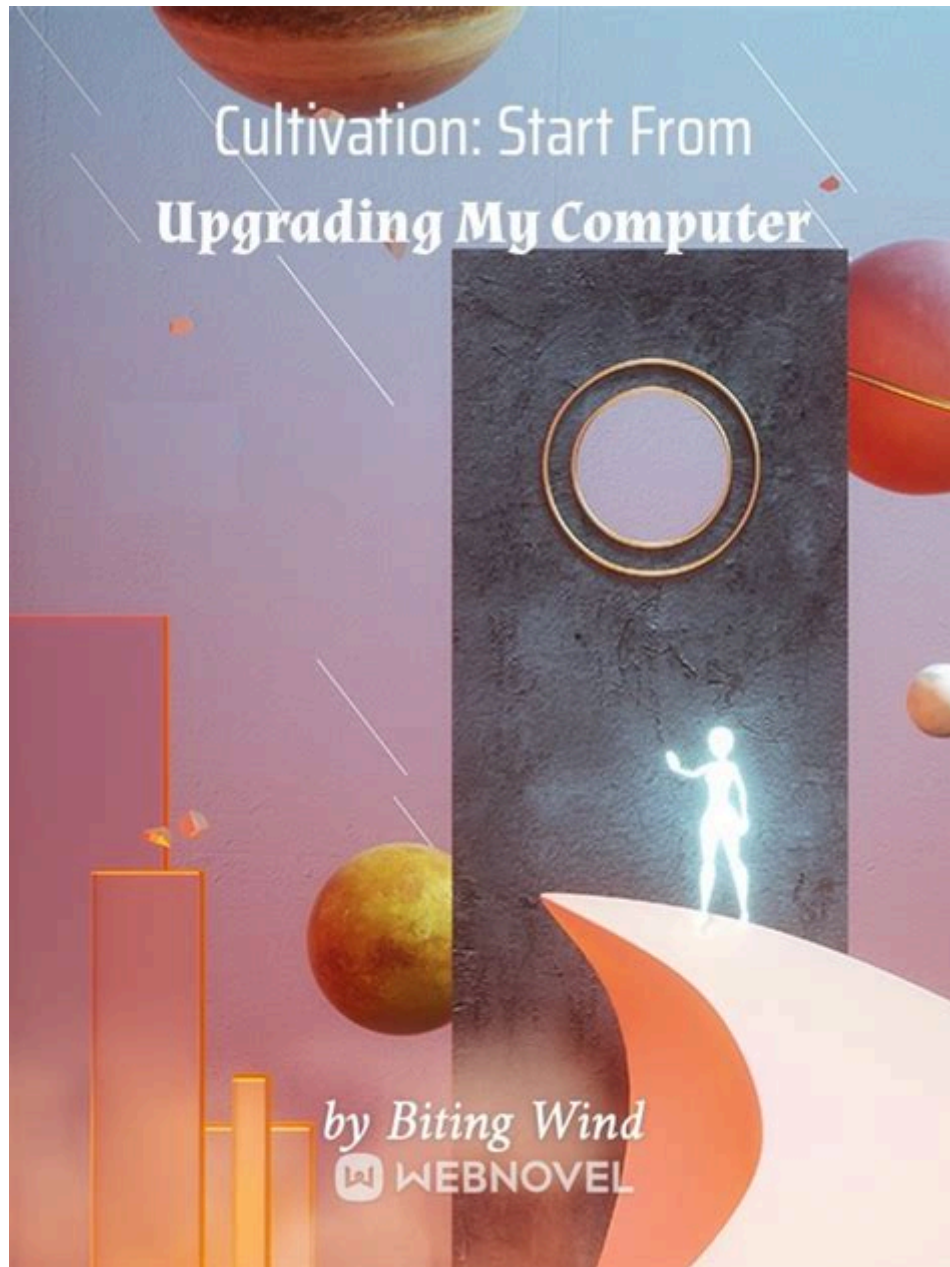


Cultivation: Start From Upgrading My Computer Jump v0.1

By Even1ngshade



You didn't get a golden finger, a divine master, or a legendary bloodline. What you got was your old computer—somehow fused to your soul after transmigrating into a world of cultivation. Now, everything from refining pills to breaking through realms is handled through a system that runs like software. Techniques are installed, progress is logged, and your cultivation path unfolds like a carefully optimised program. It's not flashy, but it's stable, efficient, and quite terrifying to anyone who realises just how fast you're advancing. Welcome to a world where upgrading your hardware might just upgrade your destiny.

Starting CP: 1000

Setting: A cultivation world steeped in tradition, where your greatest advantage is a computer system fused to your soul that lets you grow through optimisation, not inheritance.
Tone: Steady, clever, and technical—focused on slow-burn progress, logical problem-solving, and system-driven cultivation over flashy power-ups.

Origins

- **Spiritual Cultivator** – You follow the most traditional of paths, refining qi through meditation, breathing techniques, and harmony with the world. Slow, patient, and stable, your cultivation is rooted in centuries of quiet strength.
 - *Free Perk: Core Cycle Stabilisation* – Your qi flows naturally and efficiently through your body, reducing deviation risk and increasing overall cultivation stability.
- **Body Cultivator** – You temper the body through strain and suffering, pushing the limits of endurance, power, and recovery. Every scar is progress, and every impact is training.
 - *Free Perk: Bio-Feedback Reinforcement* – Physical hardship translates directly into growth, allowing you to gain power from stress, exertion, and environmental extremes.
- **Artifact Cultivator** – You forge and bond with spiritual weapons and tools, treating them as companions that grow with you. You refine not just yourself, but the constructs you wield.
 - *Free Perk: Spirit Tool Resonance* – You can easily bond with spiritual artifacts and weapons, and they improve with use as if growing alongside you.
- **Formation Cultivator** – You command space through spiritual arrays—manipulating the battlefield, warding against foes, and amplifying energy through structure.
 - *Free Perk: Pattern Carver's Instinct* – You naturally understand the logic and function of formations, allowing you to recognise, copy, and quickly deploy basic arrays.
- **Alchemist Cultivator** – You specialise in the refinement of materials and essences into pills, salves, and powders. The path to power lies not in fists, but in fire, timing, and balance.
 - *Free Perk: Essence Recognition* – You instinctively understand the qualities and potential of spiritual ingredients, even rare or mutated ones.
- **System-Integrated** – You are the anomaly. A computer system fused with your soul allows you to cultivate like no one else—installing techniques, simulating growth, and tracking every step.
 - *Free Perk: Cultivation System Core* – You possess an internal cultivation OS that monitors your status, allows safe simulations, manages technique execution, and evolves with your progress.

Perks

Origin based perks are discounted for their Origin (with 100 cp perks being free), and you can discount 1 perk for each price tier in General perks

General Perks

Free Perks (Pick Two, anything else is 50 cp each)

- **Cultivator Fundamentals** (*Mandatory, doesn't count toward total*) – You understand the structure of this world's cultivation system: realms, qi flow, breakthroughs, meridians, pills, formations, and techniques. You're competent in basic spiritual practice, your own cultivation technique and won't accidentally cripple yourself.
- **System Awareness** – You instinctively notice when your cultivation is being interfered with, whether by spiritual suppression, hostile formations, mental influence, or divine narrative effects.
- **Mental Partitioning** – You can divide your focus cleanly between tasks like training, movement, or thought. This allows you to meditate while walking, rehearse techniques during battle, or calmly plan while under pressure.
- **Stability Protocol** – Your qi and spirit recover more easily from instability. You're less likely to suffer long-term damage from failed breakthroughs, mental trauma, or spiritual backlash.

100 CP Perks

- **Qi Sense** – You can perceive ambient qi with precision, including its flow, quality, and elemental alignment. This helps with choosing good cultivation spots or avoiding poisoned environments.
- **Comprehension Boost** – You pick up new techniques and insights slightly faster than average. Your ability to make sense of manuals, dao concepts, or formations is above baseline.
- **Flexible Style** – You adapt quickly to unfamiliar martial arts, movement styles, and spiritual methods. You can train under others without conflict between methods or spiritual systems.
- **Iron Stomach** – You're naturally resistant to the side effects of pills, strange foods, and spiritual concoctions. Great for alchemists or desperate survivalists

200 CP Perks

- **Hardened Meridians** – Your body can handle larger amounts of qi cycling than normal for your level, allowing you to train longer and use higher-grade techniques with less risk.
- **Spirit Awareness** – You have a strong intuitive sense for detecting hostile intent, spiritual residue, or lingering formations. Your gut is unusually good at picking up danger.
- **Serene Mind** – You're highly resistant to mental attacks, intrusive thoughts, and emotional instability during breakthroughs or combat. Especially useful when resisting inner demons.
- **Field Improviser** – You're good at making do. Whether fighting with unfamiliar weapons, healing with local herbs, or drawing quick formation glyphs in the dirt, you perform well with limited tools.
- **Dual/Hybrid Origin** – You may select an additional origin and gain its free perk and access to its discounts. Your cultivation path becomes more complex, but also more versatile, as it allows you to blend styles like body refinement with formation control, or spiritual resonance with artefact synchronisation. You may purchase this multiple times (100 cp each after the first), but only the first purchase grants discount access.

400 CP Perks

- **Dao Affinity** – You're naturally aligned with one conceptual dao (e.g. flame, metal, speed, stillness). Cultivation techniques tied to this affinity come easier and grow faster in your hands.
- **Enduring Core** – You can take more punishment—spiritually and physically—before being overwhelmed. You last longer in battle, suppress deviation more easily, and push farther in breakthroughs.
- **Pill Fluency** – You instinctively know how pills, elixirs, and salves will interact with your body before consuming them. Reduces risk of conflicting effects or dangerous overdosing.
- **Low-Profile Cultivator** – You blend in unless you choose not to. You don't draw unwanted attention from enemies, divine beings, or fate itself unless your actions demand it.

600 CP Perks

- **Breakthrough Stability** – You're exceptionally stable during breakthroughs. Tribulations, inner demons, and energy backflow are far less likely to interfere. You break through with clarity.
- **Spirit Pulse Technique** – You can release a controlled spiritual pulse that repels curses, seals, illusions, or interference. It costs energy, but gives you a reset moment.
- **Master of Basics** – You've taken mastery of the basics so far that they outclass advanced techniques. Your movement steps seem effortless but are impossible to read. Your simplest qi strikes ripple like divine techniques. You don't rely on fancy forms—you perfected the foundation so completely that your path feels inevitable.
- **True Cultivator's Heart** – Your will is rock-solid. You don't panic under pressure, don't hesitate in combat, don't suffer from heart demons, don't waver during tribulation, etc. Whatever your dao is—you walk it.

Origin-Based Perks

Spiritual Cultivator

- **Qi Familiarity** (100 cp): You can easily distinguish between different types of qi—natural, corrupted, elemental, or artificial. This makes it easier to find good training locations and avoid dangerous or unstable ones.
- **Breath as Flow** (200 cp): Your breathing techniques align perfectly with your energy flow. Passive cultivation is significantly more effective, and you recover qi faster while resting or meditating.
- **Internal Harmony** (400 cp): Your internal organs, meridians, and spirit sea resonate in sync. You experience fewer bottlenecks during breakthroughs and naturally refine your energy quality with each realm.
- **Heaven-Touched Insight** (600 cp): You experience rare moments of deep, instinctive understanding when meditating or observing nature. These insights can drastically advance your dao comprehension or even resolve difficult breakthroughs on the spot.

Body Cultivator

- **Iron Body Tempering** (100 cp): Your body naturally toughens through movement and minor injury. Bruises, sprains, and physical strain leave you stronger, not weaker.
- **Focused Endurance** (200 cp): You can exert yourself far longer than others of your level—whether in training, combat, or environmental extremes. Pain becomes fuel, not a limiter.
- **Muscle Memory** (400 cp): You learn physical techniques much faster than normal. Repeating a movement or style a few times allows it to imprint deeply into your body.
- **Limit Breaker** (600 cp): When your life or goal is on the line, you can temporarily exceed the limits of your current body realm—pushing your physical strength, speed, and durability beyond normal cultivation stages. The more you train, the more stable this becomes.

Artifact Cultivator

- **Tuning Sense** (100 cp): You can feel spiritual resonance in tools and weapons, allowing easier identification of compatible artifacts and more efficient bonding.
- **Combat Link** (200 cp): Once you've bound an artifact, it moves with near-instant response to your intent. Telekinetic control, mid-air weapon turns, and complex maneuvers come naturally.
- **Forge-Like Mind** (400 cp): You gain a deep understanding of how artifacts are constructed and refined. You can repair or upgrade spiritual tools and weapons with minimal resources and adapt them to your personal style.
- **Artifact Soul Awakening** (600 cp): You can awaken the dormant spirit within a high-grade artifact, allowing it to grow in intelligence and personality over time. Such weapons evolve, speak to you, and may even aid you independently in combat.

Formation Cultivator

- **Quickscrip Glyphs** (100 cp): You can carve or draw basic formation runes quickly, accurately, and under pressure. Useful for traps, barriers, or quick buffs mid-fight.
- **Layer Awareness** (200 cp): You can visualise overlapping formation layers mentally, letting you control, adapt, or troubleshoot arrays much more effectively—even if they're complex or in motion.
- **Field Architect** (400 cp): You can deploy large-scale formations with high precision and speed. You can stabilise an area to empower allies, create ambush zones, or build defensive sanctums.
- **Zone Authority** (600 cp): You may claim control over a formation-covered region, subtly tuning space, qi flow, and environmental effects to suit your intent. While active, this area behaves like your own mini-domain.

Alchemist Cultivator

- **Refiner's Pulse** (100 cp): You can maintain precise spiritual flame control and ingredient balance during pill refinement. Your odds of pill success are naturally higher.
- **Ingredient Instinct** (200 cp): You have a sharp intuition for how herbs and materials interact. You can often guess alternate recipes, substitutions, or upgrades for known pills.

- **Cauldron Discipline** (400 cp): You can multitask refinements in one or more furnaces at once, maintaining consistent quality. You're also immune to distraction while refining, no matter the pressure.
- **Living Recipe Memory** (600 cp): Once you refine a pill successfully, the full process is imprinted in your mind. You can recreate that pill again without notes, and even iterate improvements naturally over time.

System-Integrated

- **Background Processes** (100 cp): You can assign simple cultivation actions—like qi circulation, passive comprehension, or body recovery—to run quietly in the background while you focus on other tasks. These tasks progress at a reasonable pace without needing your full attention.
 - *Note: Based on how Cheng Xu can multitask processes in his system (e.g., alchemy, refining, passive training). This doesn't let you learn advanced techniques in your sleep—just handle simple, long-duration tasks more efficiently.*
- **Spiritual Firewall** (200 cp): Your system includes a native security layer that protects your soul and consciousness from external tampering. Mental attacks, spiritual corruption, or invasive scans must bypass this firewall first, and you're alerted to all intrusion attempts.
 - *Note: Matches Cheng Xu's built-in resistance to soul probes and mind control. This won't block high-realm techniques completely, but it always gives you a chance to react or resist.*
- **Update Manager** (400 cp): You can apply mid-use patches to techniques, formations, or spiritual tools. If something feels inefficient or unstable, you can adjust it on the fly—changing output types, refining energy pathways, or even rewriting flaws as you go.
 - *Note: Reflects how Cheng Xu refines and adjusts his methods using data and simulation. This perk makes that process fast and responsive, but it still requires understanding of what you're working with—no random upgrades from nothing.*
- **System Kernel Expansion** (600 cp): You gain full access to your system's internal hardware and software architecture. You can upgrade individual components—like increasing your Spiritual Sense CPU (processing speed), Motherboard (cultivation level), RAM/Memory (perception), graphics card (affects power of techniques, i.e. eye skills), sound card (affects techniques related to sound), network card (speed at which you can download data), or storage/Hard Drive (sea of consciousness)—using cultivation resources, insight, or dedicated training modules. You may also install new cultivation “applications” (e.g. Alchemy, Refining, Talismans, Arrays, Martial Arts, etc.) that grant structured, scalable advantages based on how much system memory and compatibility you've unlocked.
 - *Note: This directly mirrors Cheng Xu's cultivation computer model. You don't gain random power—your limits are your system specs. The more you refine and upgrade your internal components, the more powerful and complex your techniques and simulations can become.*

Items & Equipment

Origin based items are discounted, you can discount 1 item in each tier for the General items, and you get a 300 cp Stipend to spend here. Feel free to Import Items as you like.

General Items

Free Items

- **Cultivator's Robes** – A comfortable, breathable set of spiritual robes that regulate temperature, resist damage, and slowly clean themselves over time. Comes in traditional or modern styles.
- **Personal Journal** – A qi-sensitive book or tablet that records your cultivation thoughts, insights, training progress, or pill recipes. It never runs out of space and can replay key insights you've written or drawn.

100 cp Items

- **Qi-Guiding Compass** – A small artifact that spins or glows in the direction of dense qi, formation activity, or medicinal materials. Ideal for finding cultivation spots or locating hidden zones.
- **Spirit-Engraving Kit** – A basic toolset for carving runes, making talismans, or drafting formation schematics. Includes spiritual ink, etching knives, and a material sampler that refills over time.
- **Refinement Gloves** – A pair of durable, spiritually insulated gloves that help when handling volatile herbs, artifact cores, or hot pill furnaces. Minor resistance to fire and spiritual backlash.
- **Traveler's Cauldron** – A small, reinforced pill cauldron with a built-in stabiliser. Hard to break, easy to carry, and great for field alchemy. Won't auto-fail if jostled.

200 cp Items

- **Stabilised Meditation Mat** – When unrolled, it anchors your qi flow and blocks ambient interference. You gain slightly better insight while seated on it, and it helps during breakthroughs.
- **Portable Furnace Core** – A small, orb-shaped flame generator that can be inserted into pill cauldrons or artifact refineries. Qi-fed, clean-burning, and adjustable in temperature by thought.
- **Script-Reading Lens** – A spiritual monocle or set of goggles that highlights rune flows, formation structures, or flawed inscriptions. Extremely useful for artifact, alchemy, and formation cultivators.
- **Reinforcement Bands** – A set of weighted, qi-absorbing bracers and greaves that enhance tempering. Wearing them during training or combat slowly builds strength and endurance.

400 cp Items

- **Portable Cultivation Pavilion** – A foldable structure that expands into a small, protected cultivation room. Includes basic qi flow management, heat regulation, and passive defensive arrays.
- **Pill Preservation Chest** – A temperature- and essence-stabilised storage case that extends the shelf life of high-grade pills, herbs, and materials. Can sort and label inventory by intent.

- **Spirit-Linked Weapon Blank** – A high-quality, unaligned artifact core that naturally adjusts to your cultivation style as you grow. It can be forged into a sword, bow, staff, or other form—and will evolve over time.
- **Combat Training Mannequin** – A durable sparring dummy that reacts to your movements, mimics basic martial arts forms, and pulses back light qi pressure to simulate pushback. Excellent for solo practice.

600 cp Items

- **Small-Scale Time Formation Disk** – When activated, this creates a localised time acceleration field (2:1) for cultivation or crafting. Lasts up to 3 hours per day and recharges with use.
- **Advanced Pill Refinement Table** – A multi-furnace, multi-tiered station for high-level pill crafting. Includes control glyphs for temperature, flow, and resonance tuning. Designed to minimise pill loss on failure.
- **Field Array Beacon** – A tower-like formation anchor that, once placed, projects a defensive or supportive array over a wide radius. It can be pre-scripted with known formations and activated on command.
- **Spirit Beast Signal Flute** – A musical artifact tuned to call, calm, or repel low- to mid-tier spirit beasts. Can also be used to command tamed companions or communicate nonverbally across distances.

Origin Based Items

Spiritual Cultivator

- **Incense of Still Thoughts** (100 cp): A bundle of rare incense that sharpens focus and suppresses distractions. Burning one stick lets you enter deep meditation quickly and hold it through light combat or noise.
- **Spirit-Sensing Bell** (200 cp): A chime artifact that rings when nearby spiritual energies fluctuate—whether from enemy presence, breakthroughs, or cultivation accidents. Great for long meditations or hidden retreats.
- **Skyroot Meditation Chamber** (400 cp): A personal spiritual training room grown from living wood. Enhances natural qi flow, calms emotional storms, and stabilises your cultivation state across all realms.
- **Floating Sect Core** (600 cp): A mobile spiritual sect platform that can be deployed as a base of operations. Contains cultivation chambers, defensive formations, meeting halls, and qi-stabilising towers for group meditation or long-term cultivation planning. It evolves over time and grows stronger as you ascend.

Body Cultivator

- **Training Weights of the Ox God** (100 cp): Heavy, self-adjusting bands worn on arms and legs that scale based on your physical realm. They promote raw power growth and bone-hardened durability.
- **Endurance Broth Gourd** (200 cp): A refillable gourd that brews high-tier stamina-restoring spiritual broth. Drinking it after training drastically speeds up recovery and reduces fatigue buildup.
- **Impact Testing Platform** (400 cp): A reinforced spiritual slab that delivers controlled force pulses to your body. Designed to simulate lightning strikes, beast attacks, and explosive waves for body conditioning.

- **Pulse Forge Baptism Pool** (600 cp): A sacred spring powered by tempered lightning veins and earth-pulse stones. Soaking in it rebuilds your flesh under pressure, breaking physical cultivation bottlenecks and permanently raising your body's limit with each successful session.

Artifact Cultivator

- **Quick-Bond Bracer** (100 cp): A talismanic armband that stabilises your link to spiritual weapons during combat. Reduces sync drift and damage from artifact strain.
- **Core-Temper Alloy Set** (200 cp): A set of purified spiritual metals you can use to modify or upgrade bound artifacts. Can also be reforged into base components for crafting unique tools.
- **Artisan's Modular Workbench** (400 cp): A portable crafting station with folding compartments for engraving, smelting, binding, and sharpening. Comes pre-inscribed with formation slots for speed and power control.
- **Refiner's Crucible Forge** (600 cp): A full-scale artifact forge powered by spiritual flame veins and refinement arrays. Allows you to create mid- to high-grade weapons, bind artifact spirits, and evolve constructs that grow with you.

Formation Cultivator

- **Rune-Sealing Ink Kit** (100 cp): A small case of high-quality spiritual ink that bonds to almost any surface, making formation symbols more durable and harder to dispel.
- **Formation Disc Array** (200 cp): A palm-sized artifact that stores up to five commonly-used formation layouts and projects them instantly in emergencies. Once slotted, the arrays can be deployed within seconds.
- **Tactician's Layout Table** (400 cp): A spiritual interface for simulating, planning, and managing formation zones. Shows energy flow, rune interaction, and weak points—useful for both offense and defense planning.
- **Formation Bastion** (600 cp): A mobile, multi-layered defense fortress that auto-deploys overlapping arrays for defense, suppression, and environmental control. You can fully script the formations in advance or adjust them live through a central node.

Alchemist Cultivator

- **Refining Tongs of Silent Grip** (100 cp): Insulated spiritual tongs that let you handle ingredients during live refinement without disrupting resonance. Excellent for unstable herbs or shifting liquids.
- **Breathing Flame Pearl** (200 cp): A floating fire essence that produces stable, adjustable spiritual flame. Inserts into cauldrons, forges, or labs to help maintain the perfect temperature curve for rare pills.
- **Adaptive Cauldron Shell** (400 cp): A high-tier, rune-inscribed cauldron that auto-adjusts size and interior shaping depending on the pill or batch you're making. Reduces explosive failures and boosts tier stability.
- **Skyborne Pill Pavilion** (600 cp): A floating alchemical facility complete with auto-regulated pill chambers, herb gardens, sorting arrays, and essence stabilisers. Ideal for large-scale refinement or long-term development of signature recipes.

System-Integrated

- **Debugging Stylus** (100 cp): A spiritual tool that allows direct interaction with your internal system UI. Can be used to highlight bugs, rewrite minor function loops, or flag broken techniques for later optimisation.
- **Root Access Console** (200 cp): A mental interface that gives you controlled access to system-level cultivation architecture. You can freeze corrupted tasks, reroute qi processes, or manually uninstall bad data.
- **Module Expansion Drive** (400 cp): A soul-linked device that stores “modules”—pre-loaded skills, simulated techniques, or internal applications. You can load and execute them as needed, managing mental RAM and performance limits.
- **System Upgrade Materials** (600 cp): Grants the materials needed to upgrade your system's internal hardware and software layers. You can increase processing (CPU/spiritual sense), perception (RAM), and load cultivation applications that scale with your growth. Will match the system stats format shown in the novel.

Specialty Equipment

- **Gravity-Woven Vest** (100 cp): A sleeveless weighted vest that subtly increases gravity and pressure based on your physical realm. Wearing it during combat or meditation gradually strengthens your muscles and qi compression. Over time, it can even produce targeted compression zones for specific limbs or organs.
- **Refinement Bands** (200 cp): A set of wrist and ankle wraps that pulse with internal resistance against your movement and energy flow. Designed to force fine qi control and muscle precision under stress. As you improve, they start targeting meridian points and energy balance, turning every movement into a micro-training session.
- **Echo-Chamber Mask** (400 cp): A breathing mask that forces you to regulate your inhale/exhale with absolute precision. Used during meditation, combat drills, or recovery training, it amplifies every slip in rhythm, teaching you to refine spiritual breathing patterns until they're flawless. Eventually unlocks training states that simulate pressure chambers, breathless zones, or mental focus trials.
- **Reality Pressure Pillar** (600 cp): A personal training environment that replicates extreme cultivation pressure: qi density, tribulation force, mental collapse, and breakthrough friction—all simulated at tunable levels. At base, it's like training during a minor tribulation; at peak, it can simulate near-death bottlenecks for realm-pushing practice. The pillar evolves as your cultivation advances, always keeping you right at the edge of breakthrough intensity.

Companions

You may import up to 8 companions. They each get 600 CP to spend on perks and items (though you may share from your own pool if you wish).

Import Options

- **Teammate** (Free for 1 | 50 cp each after): You may import companions as fellow cultivators. Each Teammate receives an origin, one free origin perk, and 600 cp to spend on perks and items. Their growth will generally parallel your own unless narrative or drawback interference occurs.

- **Rival** (100 cp): This companion grows in parallel to you but with their own path. They challenge your methods, push your limits, and may oppose you on occasion. While not always hostile, their presence guarantees competition—and breakthroughs often come in response to one another.
- **Mentor** (200 cp): A higher-level cultivator who serves as your guide. They begin significantly stronger than you and offer advice, training, and spiritual insight—but their time and presence are limited. They may be recalled to their sect, suffer backlash from guiding you, or push you out when you're ready to stand on your own.
- **Waifu/Husbando Companion** (100 cp): Gain a companion of your preferred gender or romantic archetype who naturally aligns with your dao path, goals, and personality. This character is narrative-relevant, powerful in their own right, and written to complement or challenge you meaningfully.
 - *Note: This does not override their agency—they're still a full companion with their own growth and perspective. Love isn't guaranteed... but the tension will be.*

Canon Companion Recruitment

You may also choose to recruit characters from the *Cultivation: Start From Upgrading My Computer* world. These companions retain their core personalities and will react accordingly to your choices and performance.

- **Outer Sect Disciple** (50 cp): Background characters, minor peers, or support staff. Not especially talented, but loyal and willing to grow.
- **Inner Sect Disciple / Rival Cultivator** (100 cp): Named side characters or opponents. Skilled and with their own motivations. May compete with or support you depending on how you interact.
- **Elder / Instructor / Hidden Genius** (200 cp): High-realm figures or talented cultivators with major influence. Recruiting them requires strong justification or narrative sway.
- **Narrative Protagonist** (300 cp): A protagonist from this or another cultivation-tech world. Powerful, story-affecting, and fiercely independent. Recruiting them means challenging their worldview—or replacing it.

Team Synergy Upgrades

- **Shared Cultivation Rhythm** (100 cp): You and your companions can synchronise your qi flows when training, allowing faster group breakthroughs, dual-cultivation growth (non-romantic or romantic), and seamless array coordination.
- **Joint Dao Feedback** (200 cp): When training or meditating near each other, companions gain narrative insight into your techniques and dao. They improve faster when following your path—or challenging it directly.
- **Unified Formation Pulse** (400 cp): Your team can operate as a single array node. Spiritual attacks, defenses, or breakthroughs done in concert resonate more powerfully. Ideal for team battles, ritual formations, or pushing past a realm barrier together.
- **Linked Fate Matrix** (600 cp): Your team shares a subtle narrative bond. When one of you suffers a major setback, the others feel it—and can act to counterbalance. When one of you succeeds greatly, the resonance uplifts the group. In times of crisis, you

can draw on each other's resolve, stabilising near-death breakthroughs, inner demon struggles, or system failures as a single force.

Drawbacks (no limit)

+0 CP

- **Different System** – You begin your journey in a different cultivation world—one where the protagonist also has a unique system, but it isn't this one. The tone, power structure, and cultivation logic may differ, but your perks still function as expected. You'll need to adjust to local rules, but the core premise remains: system meets cultivation.

+100 CP

- **Unstable Foundation** – Something in your early cultivation went wrong. Your core techniques are prone to instability unless reinforced, and breakthroughs take slightly longer than normal until you compensate through training or refinement.
- **Social Outlier** – Your cultivation method is unconventional, and nobody takes it seriously. Peers doubt you, elders dismiss you, and enemies underestimate you—until you prove them wrong the hard way.
- **Manual Configuration Required** – Techniques, pills, and formations don't sync with you automatically. Everything must be adjusted or learned manually, even if you've used similar methods before.
- **Standard Time Extension** – You know how it works at this point. Every purchase of this extends your time in this jump by five subjective years and can be purchased an unlimited amount of times. All drawbacks only last for 10 years, unless stated otherwise.

+200 CP

- **Spiritual Noise** – There's background interference in your cultivation—flashes of foreign memories, strange impulses during meditation, or spiritual echoes from techniques you haven't learned yet. It doesn't stop your growth, but it's distracting and often misleading.
- **Missing Pieces** – You're missing fragments of key knowledge: half a technique scroll, a damaged cultivation map, or a broken memory from your earliest realm. You'll need to reconstruct or rediscover these manually before progressing smoothly.
- **Qi Rejection** – Certain types of qi (like fire, wood, or metal) resist being absorbed into your body. You can still cultivate with them, but it takes extra time, care, and compatibility work.
- **Sectless Start** – You've been expelled from your sect—framed, overlooked, or tossed aside as dead weight. You begin with no backing, minimal resources, and a reputation that actively works against you. Former allies avoid you, and no sect will offer you formal training unless you earn their trust through sheer merit.

+300 CP

- **Feedback Surge** – Every time you push a technique or try something new, your cultivation fights back. Backlash, minor internal injuries, or energy waste occur more often unless you perfectly control your process.

- **Narrative Weight** – Something in the world wants you to follow a pre-written path—and you don't. Events bend toward you but with added pressure: more enemies, tighter deadlines, and increasingly unreasonable breakthroughs.
- **System Strain** – Your cultivation framework can't always keep up with your ambition. Pushing past your tier or mixing complex arts causes performance drops, training crashes, or body exhaustion if you don't pace yourself.
- **Betrayed at the Threshold** – You were sabotaged during a breakthrough, trial, or key cultivation opportunity by someone you trusted within your sect. Whether envy or politics, the result was the same: injury, loss of potential, and public humiliation. Even if you survive, the damage to your progress and reputation lingers—and the betrayal haunts you.

+400 CP

- **Looping Bottlenecks** – You get stuck. Not permanently, but at every major stage, something causes your progress to halt until you resolve a new flaw or issue. These bottlenecks are personal, narrative, or mechanical—and always different.
- **Experimental Core** – Your core cultivation method is still in testing. Results vary wildly. Sometimes you gain more than expected; other times you overload, misfire, or regress. You are your own beta build.
- **Unreliable Output** – Your techniques and effects occasionally fluctuate in strength. A barrier may be twice as strong or collapse on touch. You never fully know what version of your technique you'll get until it's live.
- **Enemies in Robes** – Your former sect hasn't just cast you out—they see you as a threat. A rumor, stolen technique, or hidden truth has turned you into a liability. They monitor your movements, undermine your alliances, and dispatch emissaries to recover or silence you if you grow too strong.

+600 CP

- **Corrupted Breakthroughs** – Each time you ascend to a new realm, there's a chance you bring flaws with you: warped qi channels, unstable techniques, or unexpected side effects. You'll need to root them out manually—or live with the consequences.
- **Competing Narrative** – Another protagonist exists in this world—and they're drawing attention, destiny, and resources away from you. You'll either need to avoid them... or eventually surpass them.
- **Root Instability** – Something is fundamentally wrong with your cultivation path. You can still grow, but every realm higher magnifies the cracks. If you don't find the flaw and fix it, your dao may collapse when you need it most.
- **Marked by the Inner Court** – Your former sect has declared you a traitor, defector, or stolen experiment—and issued a long-standing kill order. They've erased your name from their records, altered your history, and hunt you in secret or under false pretenses. High-ranking cultivators believe you possess something dangerous or forbidden, and the sect will escalate force as your power grows. They won't stop until you're erased... or vindicated.

Note

V0.1 made the jump