My Harem Grew So Large I Was Forced To Ascend

In the world of cultivation, there are many talented cultivators. One in particular, Ye Gulou, stood at the top. Due to some unfortunate circumstances, he was forced to ascend into the immortal world. However, he ended up elsewhere, in a world that resembles what you would likely recognize as a more European type of medieval fantasy. He also lost his cultivation base, and as he adventures around the world he'll encounter (and bed) many of his old friends (all of them hot women).

There is potential conflict with the church of the Holy See, the Pope Knights that wander around dispensing "justice" and collecting powerful artifacts, and a mysterious and possibly malicious interdimensional organization above even them. But let's be honest, you're probably not here for the powers or to fight against injustice, but to fuck hot women instead. Which you'll find plenty of here. You'll enter this world a year before Ye Gulou himself does, and stay here for 10 years. But you have some benefits as well;

+1000cp

Good luck and may your "little guy" remain vigorous.

Origins

Quite frankly your background matters little. Feel free to choose your age and gender within reason.

Ascended Cultivator

You were once a cultivator in the same world Ye Gulou once lived in, and then you ascended. You lost your cultivation base, rendering you little better than a mortal, and now find yourself in this new and bizarre world that follows different customs. You still retain knowledge of whatever techniques you used of course, but you'll have a clean slate here. Perhaps you'll take the opportunity to not cultivate a method with severe downsides this time?

Local

You were born and raised in this European fantasy world, a native by all accounts. Maybe you're a businessman, an adventurer, member of some guild, a noble, an outlaw, or whatever else, it's up to you. Will you choose to grasp greater power without cultivation or just live a quiet life?

Locations

The story doesn't exactly visit many places, so just pick either of the options below and go elsewhere if you don't want them. Traveling around by yourself is rather common frankly, so don't let your starter location drag you down.

Elf Village

A small and isolated village in some forest somewhere, it has a population consisting entirely of voluptuous elven women. Due to this, they're somewhat pent up, the village leader most of all. If you are a man and look at least somewhat handsome you could easily become very adored by the residents, in many different ways. Do take care, as they're a popular target for orcs. Although of course, if you can defend them from said orcs their gratitude would be unending.

Aide City

This is a rather stereotypical city of what you might call the "japanese isekai" genre. It has an adventurer's guild (whose secretary wears a bunny suit for some reason), a big population of irrelevant nobodies, a succubus parlor in the red light district, and inns for travelers to rest at. This city is where Ye Gulou and his many women rest for quite a while. Maybe you'll wait to meet them?

Perks

You don't get floating discounts for perks.

Xianxia Porn -0cp

Would be kinda weird if you entered what is basically softcore porn and you didn't look good, yeah? Or maybe you're into that sort of thing. Regardless, for free (and optionally) you get a boost to your appearance. Basically, you'll look as good as someone can look without stepping into the outright supernatural. You can be a muscular hunk, a voluptuous babe, or whatever other archetype of beauty tickles your fancy. You're also experienced in matters of hygiene and self-care so you won't accidentally let your appearance go down the drain.

Lip Service Paid To Combat -0/100/200cp

As you can probably expect, there is in fact some action here, and not just the sexual kind. Violence is relatively common, what with being a medieval world and all, and the existence of magic makes combat far deadlier than it otherwise would be. That said, it really doesn't matter all that much, so for free you'll be given some amount of power to make your way in the world. You'll be at the top of normal people, but won't really be comparable to actual legends. The Master class, in other words. Even in this you'd have supernatural might. If you'd like to go a step further you can purchase Legendary class power for 100cp, about equal to the knights of the pope and other powerful beasts. And finally you can go up to the Saint class for 200cp, equal to the child of god Nuetia, and leaving you solidly above most in the world. It is worth noting this is still not the top, but if you want to go further then put in the work yourself. For the actual details of your abilities, just pick some stereotypical JRPG class or cultivator archetype, and there you go.

Non-Human -0/100cp

Like any fantasy world, there are plenty of fantasy races around like elves, or orcs, or animal people, or dragons, so on and so forth. With this option you can freely be some kind of non-human, although you'll still be humanoid and have at most different skin coloration and a few extra bits like horns and a tail. For 100cp you may have some innate racial power like how succubi can absorb lifeforce from people via sexual acts and manipulate dreams, or how orcs have far more physical strength than others at the same level and can enter a berserk state when near death.

Law Insight -100cp

There are many weird powers in this world, and some of the more inconvenient to fight are the powers of laws. Being essentially absolute in effect, they can only be avoided or fought against by playing to holes in their "logic", or by finding weaknesses in the effect itself. The problem is that they're not exactly obvious about their function, and you can't really rely on your opponents to tell you what exactly they are doing. Not to worry, as you've become extremely good at figuring out how abilities that you see in action work. You have plenty of experience to draw on to support your conclusions and will usually figure out an opponent's strengths and weaknesses before the battle is even over. The only thing left is the might to actually make use of this knowledge.

Yin And Yang -200cp

Now we're talking. While this world is already filled with beauties, it wouldn't do if you didn't have any opportunities to get to know them intimately, would it? So, here's this. You'll now have great luck when it comes to matters of romance and your sexual life, regularly meeting very attractive members of your preferred sex, almost always in compromising and sometimes outright lewd positions and/or situations, and you'll find that such potential bedmates will be open to taking things a bit further. Such lovers will also generally get along with each other, willingly sharing you and possibly teasing each other too when they're waiting for you in bed. You'll also find that your lovers are talented people in their own right, more than enough to make a name for themselves, possibly revolutionizing whatever fields they specialize in, like swordsmanship or poison, should you give them enough time to grow and train. Let's hope your little brother can hold out against so many beauties.

Orc Presence -200cp

The origin story of elves and orcs in this world is quite a funny one. There were once two goddesses, one of the earth and one of the moon, who were good friends. One day, a large (and very wet) cucumber fell between them. Out of shame they each accused the other of "using" said cucumber, and they ended up ending their friendship due to that. The elves are descended from the moon goddess. Where do the orcs come in? Why, they're descended from the jizz-drenched cucumber. Perhaps the cucumber was the "toy" of the moon goddess, as the presence of orcs has a peculiar and very strong effect on elven women, that being making them weak and incapable of resistance, largely in a manner that makes said women act like virginal maidens. With this purchase you'll have a similar effect on a demographic of your choosing whether or not you're actually an orc, either keeping the default of elven women or the women of some other race, or perhaps the men instead. Choose wisely.

Venus Killer -200cp

One of the many unique abilities you can find in this world is the Venus Killer. Used by a particular man who is a stronger mutation of the normal orc species (and thus forced to breed the tall, muscular, and ugly orcesses constantly for the sake of eugenics), this skill allows him to deal double damage to females. With this purchase you can also gain such a skill, or perhaps a variant that deals double damage to males instead. The way it works is that your attacks just inexplicably damage the target more than they have any right to, but that's really about it. Still, it can be a good advantage against the oddly numerous female combatants in this world. May or may not also let you deal double "damage" with your "attacks" against your lovers.

Divine Clones -400cp

Something that may or may not be unique to the child of god Nuetia are clones. Looking like stone statues but being as fully animate as you would expect any living human, they allow Nuetia to delegate having to deal with troublesome opponents directly. With this purchase, you gain the power to create these clones as well. Just gather up enough stone and you can use it to conjure a clone of yourself. They'll look just like you (if perhaps fully gray as they are made of stone), they relay their sense of touch to you at all times, and you can even directly take control of them to "possess" the clones in a manner of speaking.

They'll have about as much power as you invest into them at the time of creation, and while that will weaken you for a time you can certainly recover your power to build a small army of clones. These clones are also very adaptable and useful as a vessel for wandering ghosts and bodiless spirits and the like, morphing into their appearance as they are possessed, which could be useful. Do keep in mind you won't be able to take direct control of a clone if it's possessed however. Be careful about that though, as the bodies will still relay their sense of touch to you, which can be very distracting if, say, someone possesses one of your clones and has sex in that body.

Alternatively, you can also externalize your own physiques and innate talents as avatars, granting them sentience if they didn't already have it and allowing them to act semi-independently from you as well as grow in power separately. You can bring them back into your body at any time to benefit from any growth they've experienced, which is also useful since you lose the benefits of said physiques and innate talents while they're externalized. They'll be loyal to you and their appearance will resemble yours, although do take care to give them some attention, or they might start acting out to cause you to stop neglecting them.

Innate Poison Constitution -400cp

Just like how someone can be born beautiful or ugly, talented or worthless, so can someone be born with a supernatural physique, a constitution if you will. With this purchase you gain one such physique, one called the Innate Poison Constitution. There are many effects that this grants you, mainly being able to harmlessly absorb poison into your body, and inflict their effects on anyone who touches you.

You can also turn parts of your body into concentrated liquid poison, letting you wield the poisons you've absorbed as one very deadly cocktail, even telekinetically controlling such liquid like a cultivator might control water. The more powerful you are, the more of this special poison you can create. Absorbing poisons can also stabilize your soul if you're in need of such a thing. Obviously you're generally immune to poison even if you don't deign to absorb it.

On top of this, you are extremely talented in poison making, instinctively knowing how such dangerous alchemical products work and quickly learning many ways to concoct them. With training and study, you could certainly make a name for yourself by making poisons so hard to cure that it's practically impossible for any that aren't far beyond you, at least without special antidotes made by yourself. Of course, it's up to you how you utilize this power.

Innate Sword Constitution -400cp

Sword cultivators are extremely common. That's likely no surprise for you. So, how does one stand out and rise to the top as a sword cultivator? Well, not through mere hard work. But you won't need to worry about such things, having been born with an Innate Sword Constitution. The least effect of this constitution is incredible genius when it comes to the sword. Whether supernatural or mundane, your talent in the sword is incredible. On top of this, you're able to communicate with swords, generally taking the form of talking to the sword spirits of such weapons (who are all very attractive people of your preferred sex for some reason), and even being able to claim supernatural ownership of them by merely wielding them. It is easy to steal swords from others when you can bring them under your control with but a caress.

Additionally, you have immense sword intent and find that it grows incredibly quickly as well. Sword intent is, in short, pure power when it comes to wielding swords. You can consider it a special power that revolves around swords. Conjuring spectral blades to rain on your foes or telekinetically controlling actual swords are a few things sword intent lets you do. Needless to say, your constitution makes you an incredible talent among sword cultivators. May or may not apply to "swords" too.

Crimson Dao -400cp

Something perhaps unrelated to cultivation, you've obtained a powerful and quite versatile ability. In its most basic form it allows you to conjure threads of energy to use in combat or restrain your enemies, and even teleport great distances by temporarily transforming your body into energy threads. It also comes with a small amount of mental manipulation, enough to make someone you've just met divulge their life story with little more than a few questions. The big draw of this power, however, is the domain it grants you.

It defaults to black and red colors (although you can change this to whatever color combination you like), and you have control over the laws within. Meaning, you can change reality within your domain relatively freely, whether to make yourself massive for a size advantage, conjuring illusions to misdirect, or even to the extent of concocting a whole scenario to gaslight someone into thinking their whole life was a lie and they're just some no-name loser who's gone crazy. It would take someone with similar levels of dao powers (read: hax) to contest you directly within your domain.

Your control within the domain is such that you can even suppress any phenomena you want. God domains, other types of domains, arrays, grotto heavens, transmission spells, downscaling spells, flight, magic, sorcery, strange techniques, and sword arts, if it's not something an untrained normal human can do, you can shut it down. Unfortunately, this doesn't work quite as well on straightforward attacks, and just like anything in this world, sufficient raw power is enough to shatter your restrictions like glass. Aside from this, you can also refine your ability to develop specific techniques, such as a technique that swaps your "plight" with someone else's, such as forcing them to face an attack aimed at you head on if you couldn't dodge it yourself. Sadly such techniques will have a short cooldown when used.

Lastly, you can absorb unclaimed sources of laws, such as divine authorities, to grow your own power. Good luck finding such things though, such powers rarely go unclaimed for long.

Pure Unbounded Genius -600cp

Constitutions, methods, treasures, miraculous luck, there are many things which can take one to the top of cultivation. However, even with how rare such things are, one thing is even rarer; talent. Sheer, unfathomable talent that can serve as a cheat in and of itself, even compared to the luckiest bastards under (or in) heaven. Your growth, in cultivation or otherwise, is extremely quick, and your affinity with any techniques or magic you pick up is among the best, if not a little beyond it. You're such a genius you could create entire cultivation methods on the spot based on nothing but a method you read long ago and a random principle you learned minutes ago. While cultivation can still take some time given just how long it takes normally, you'll definitely be at the top amongst your peers, and perhaps even amongst people not one, but three whole cultivation realms above you. So, what will you do? How about building a massive harem? Women love powerful men and all that, right?

Items

You get one floating discount for each price tier.

Xianxia Style -0cp

While your birthday suit is perfectly fine for enjoying the pleasures of the flesh, clothing can be convenient for things like "basic decency". So, for free, you get a wardrobe full of many kinds of outfits. From the risque, to the modest, to the weird, you can find an immense variety in this wardrobe, most of it vaguely reminiscent of a chinese style. If you lose, dirty, or damage one of the outfits, it'll be repaired the day after. You will no longer have issues looking stylish.

Ancient Texts -0cp

Not everyone is lucky enough to have multiple beauties eager to fulfill their every need. Or perhaps they're just alone for prolonged periods of time due to unfortunate circumstances. Not to worry, as this is the solution to such problems. Reach into a pocket, or behind you, and suddenly you'll find an erotic book in your hand. It'll have plenty of text and steamy illustrations to help along, and while there's a massive variety of books you could obtain, they'll all cater perfectly to your fetishes. Even if you're not lonely for one reason or another, perhaps you can use these books as a reference?

Beautiful Village -100cp

What's better than ruling a remote and isolated village? Ruling a remote and isolated village filled with incredibly beautiful women, of course. Or men if you're into that. Either way you've somehow come to own a village of a few hundred elves. It's not very big and it's quite out of the way of civilization, with the population being fully self-sufficient. The best part is, of course, that the population consists entirely of incredibly attractive members of your preferred sex. They're all virginal and think you're really hot, and it wouldn't be hard at all to essentially turn the place into one big harem for you. Do be careful about orc raids, as the elven inhabitants of this village won't be able to defend themselves in such a situation. Perhaps you'll use such occasions to act cool and deepen the local's infatuation with you?

Myriad Cultivation -100cp

Treasures aren't just things like weapons and armor, you know. Furniture can have magical effects as well, something you'll become quite experienced with if you purchase this item. What this gives you is a storage pouch (or ring) that contains a large amount of furniture and other assorted things like bedsheets and pillows, all made with powerful spiritual materials. The actual supernatural effects they have are largely utility, such as a screen that soundproofs whatever room it is in, or bedsheets and pillows that slightly boost dual (or trinal, or quintet, etc) cultivation done on top of it. You will no longer need to settle for normal beds while cultivating with your lovers now that you have this.

Shennong's Garden -100cp

Grotto Heavens are quite precious treasures, looking like large crystal balls that show the environment inside. What they are is pocket dimensions, almost always with some kind of benefit inside, such as perhaps aiding in cultivation. This one provides a 5% boost to it, as well as any other form of growth whether power or skills. However, a quirk of this Grotto Heaven is that you have to replace any form of training with harvesting the plentiful rice paddies within. The environment in general is that of a foggy rice field, although there's a few houses inside for resting. Hopefully you won't make this Grotto Heaven too crowded.

Recollection Sands -100cp

It can be quite depressing when a loved one has amnesia and forgets about you, right? While normally amnesia is incredibly difficult to deal with, this with little sand here you won't have to worry about it any longer. You get a small gourd of the sand that replenishes daily, and feeding even a few grains of it to someone (it tastes extremely bitter), their amnesia will loosen and forgotten memories will start to resurface. It might take a dozen or so grains, but even complete memory loss isn't irreversible. You could also perhaps sell it.

Succubus Inn -200cp

As mentioned before, there are succubi in this world. They aren't monsters or anything though, they're civilized people that live within civilization like anyone else. Of course, being what they are, they do tend to be a bit more liberated than most. This establishment you somehow came to own is an example of such; it's an inn run by succubi. It would be a brothel, but all services are performed inside dreams, so there's no risk of disease or anything. The succubi who staff this inn have turned pleasing others into an art, offering anything from normal dreams of passionate intercourse to simply hearing out a customer's plight and comforting them like a spouse. They're all licensed succubi too, so you won't get in legal trouble due to this business. Will you use their services yourself or try to seduce the succubi to bring them to bed outside of your daydreams?

Vanishing Water -200cp

There are many kinds of poison in this world, most of which are meant to kill. But there are those meant to incapacitate, like this one. Meant to be applied externally (as in, to the skin), this poison completely shuts down the target's ability to use magic or skill related to tracking others. If imbibed directly, it has a far stronger effect and completely destroys the victim's sense of direction or ability to navigate in any way, such as not walking into trees they are perfectly aware of. It lasts 10 hours, and you get a small bottle that replenishes daily. Try not to splash some of it on yourself.

Absolute Heavenly Balance -200cp

The power of law is incredibly powerful, but not all weapons that use the power of law are equal. This pair of swords have one effect; If the first strike done with one blade misses, the next strike of the other blade will hit. The only way to avoid this is to allow the first attack to hit, with the second attack breaking through any and all defenses in the way to land the hit. Of course, the power of law doesn't help with how much you can actually damage your target, and it's not very hard to bypass if someone learns the trick to your swords. Even something as small as a papercut on a finger would do, so do be careful of people who figure out how the swords work. Also you can telekinetically control the swords even if you normally can't do that. And they come with a busty nun-looking sword spirit, in case you can communicate with those.

Refinery Arts Prison -400cp

Grotto Heavens are pretty much always beneficial, but that doesn't mean they're beneficial to those who enter it. This one you have now is a good example of such. What it does is slowly refining souls you shove into it, turning them into something called refined spirits. Using these refined spirits, you can use any unique or innate abilities or powers they might've had in life. Unfortunately at first you can only use them at half of the original's effectiveness, but if you let the souls refine for prolonged periods of time, you could use it at almost or at the original level of power of said abilities. If you leave them in the Grotto Heaven for a long time, the abilities might even be stronger. Hopefully you don't accidentally enter it yourself.

True Love Potion -400cp

Aphrodisiacs are common enough, but lust is rather temporary. So how about toxins that induce love instead? Well, it turns out that such a thing does in fact exist. It is incredibly difficult to refine, requiring a very skilled alchemist to devote their full attention to it, and they must keep a specific person in mind for the whole process. Then, the poison will be complete, and once given to the target the alchemist intended, the victim will begin to have genuine feelings of romantic attraction towards the alchemist who refined the poison. It's like a hook, so instead of forcing those feelings into the target while it is in effect, it "merely" makes them fall in love.

Of course, if the target is skilled enough in poisons or has very powerful senses, they'll be able to notice that their feelings did not come about naturally, but there's no antidote for it so they won't be able to do anything about it anyways. Also, the poison won't work on anyone else. It requires quite a lot of commitment, as you can expect. Another downside is that if the target shows their feelings of affection directly and the alchemist who refined the poison can see or hear it, they'll end up afflicted by the poison as well. You have a bottle with one dose of this poison, refined by yourself for a target of your choosing, and will get another one every jump, again refined to affect a target of your choosing in that jump. Please be responsible with this.

Flawlessness And Purity -400cp

This massive axe is imbued with the power of law, and it's a rather powerful one at that. Rather than helping with your attacks, its main effect is making you immune to anything that would count as a status effect while wielding it, such as poison for example. A secondary effect is restraining one target of your choosing, preventing them from moving more than 50 meters away from you regardless of the method used. Also you can control it telekinetically. May or may not come with a busty nun-looking axe spirit.

Kunlun And Guixu -600cp

Powerful cultivators have an odd tendency to store immense quantities of random loot in their storage treasures. However, some actually organize such treasures, perhaps even constructing special treasures meant to hold their personal weapons, or perhaps just to be fancy. This pair of storage treasures now stored in your soul is a decent example of such; One is a sheath containing 99 extremely powerful swords (or some other weapon you prefer) that work best when used together, as well as a large number of weaker weapons of the same type for the sake of convenience. The other is a pouch containing a massive amount of miscellaneous treasures, from weird and rare poisons and pills to treasures meant for utility. If you're in need of some supernatural tool, you're probably going to find it here, within reason of course. By the way, it comes with a busty spirit that can keep track of everything and automatically sort through the contents of either storage treasure to give you whatever you ask for immediately.

Church Of Jumper -600cp

It seems you've become one of the children of god now, messianic figures that are basically at the top of the local religion and comparable to a deity in status. What you gain from this is a large church complex and a following of people that all worship you. Among them is a squad of elite agents specially trained to follow your commands, such as hunting down and collecting artifacts or dispensing whatever you deem as "justice" across the lands. Strangely enough, they're all hot and voluptuous women (or men, or whatever you'd prefer). It would not be hard at all to turn the place into a den of debauchery and hedonism dedicated to you and you alone. Or perhaps you'll prefer to run this like an actual legitimate religion? Just keep in mind there's a child of god for every major region in this world apparently, so try not to piss off your peers.

Companions

Chased Through Ascension -100/200/400cp

If you have Companions you want to bring to this world for some reason, you may use this option to do so. You can also use this option to create a companion instead if that's more up your alley. For 100cp you may have up to 2, for 200cp you may have up to 4, and for 400cp you may have up to 8. Each companion has 600cp and can take drawbacks. Perhaps you'll bring your harem with you here? Or maybe make a new one yourself?

Harem Successfully Expanded -0cp

Or perhaps someone you met in this world caught your eye? If so, you can make any of the characters that show up in the story your Companions, provided they agree to it. You won't be charged anything for it either. Of course, if you seduce whoever you want to Companion, it won't really be an issue to convince them. Feel free to make a large harem and then carry them with you to future jumps.

The following companions are female by default, but you can take male variants instead if you want, or have loli versions or something.

Elven Aunt -0cp

While elven women are pretty much always extremely beautiful, those who live in remote villages tend to be quite lonely in romantic affairs, purely from a simple lack of any men around to have a romance with. This particular elf has been struggling with this problem for quite a while and has gotten rather desperate. Unfortunately she's been tied down being the leader of her village so she hasn't been able to go out to find a man for herself. One thing led to another and she's latched onto you. As you could probably expect she is very forward and not very subtle about her desires. If you reciprocate, expect a shotgun marriage and a very happy spouse.

Eager Hero -0cp

Heroes are those adventurers who have proven to be powerful and have obtained a license from the adventurer's guild. Among the benefits of being a hero is being able to freely loot anywhere, enter anyplace, and take whatever they find. Essentially, it's a free pass to act like a stereotypical JRPG player, but in real life. This particular hero is quite shameless about abusing those benefits, and perhaps that's how they met you.

For whatever reason, they've come to believe that you aren't like the rest of the nobody villagers and that you can teach them many things on how to be a hero, and thus begun following you around. They were raised on erotic books for some ungodly reason, yet they are weirdly innocent despite that. They have a sword which possesses the soul of their mother, who looks just like them but older and hotter. Are you going to actually teach them heroism or just take advantage of their innocence to groom them into your lover?

Heavenly Tsundere -0cp

Orthodox cultivation sects are, as you would probably expect, rather traditional, and place a lot of emphasis on respect and dignity. This particular talent was raised in such an environment, and their upbringing causes them to struggle to admit the feelings they possess for you. While they are very weak to genuine praise and are predictably innocent, they tend to react somewhat violently when teased, very obviously embarrassed by such things. Of course, if you manage to coax her out of her shell, you'll find that she is surprisingly passionate and eager to please. Of course, she'll just return to her tsundere act the next day, but doesn't that just mean more opportunities to tease?

Devoted Succubus -0cp

While relationships between siblings are generally not acceptable, there are always those who don't care about such things. This younger sister of yours is one of them. Their goal in life is basically being your spouse, and as long as you don't mistreat them you'll be hard pressed to find someone more loyal. Of course, their general attitude towards you is flirty at worst, generally being incredibly lewd and eager to enjoy passionate nights with you. Appropriately, they're a succubus, although you can be sure they won't drain you to death.

It does bear mentioning that they are very possessive, although not unwilling to share you if you're honest about it. Suggesting a threesome (or foursome) is perfectly fine, lying to her about seeing other women isn't. If you ask her for help then she'll be quite eager to toy with any additional lovers alongside you, of course. Actual blood relation is optional.

Airheaded Swordswoman -0cp

Firm dedication to the sword can be admirable in a sword cultivator, but there is such a thing as focusing too much on something. As you can see in this particular girl, while she is a genius in swordsmanship, she is quite incompetent at anything else, to the point she has largely come to depend on you for anything not related to cutting down enemies.

Outside of combat she's not the sharpest tool in the shed, and she is very innocent as you'd expect from someone who never paid much attention to anything other than sword skills from a very young age, but she does trust you quite a bit and is willing to follow your lead. Perhaps you'll tutor her further in swordsmanship, or maybe you'll teach her about that warm feeling in her chest whenever she's with you?

Shy Alchemist -0cp

Those who practice the art of poisoning are usually not well liked. After all, who would want to risk getting poisoned when they aren't paying attention. Unfortunately for this girl, her talent at poison has gotten her bullied from a young age. Perhaps you stood up to protect her since you were both young, or some other incident happened, but she has developed a somewhat obsessive crush on you as potentially the only person in her life to ever show her kindness despite her talent.

She is usually shy and very reserved, but can be very pushy to be with you if you're in private. Certainly it doesn't help that she'll resort to love poison if you don't seem to reciprocate her feelings for too long. Being somewhat uneducated in matters not related to poison, she's gotten some strange ideas in her head such as prioritizing using her feet for pleasing you, but perhaps you don't mind such things?

Maidenly Empress -0cp

Living a life on a pedestal usually results in immense arrogance, but it can also potentially lead to being innocent about a lot of things. This particular girl is a rather good example of the latter. Having been essentially worshipped since young, something broke her sense of superiority and for some reason she's latched onto you and come to believe she has to become "your maiden", using a few weird books as reference.

While she knows little of things that a housewife is expected to do, she is eager to learn and please you, although she is predictably quite embarrassed whenever you tease her about it. Surprisingly, her body is very sensitive to pleasure, and it wouldn't be too difficult to metaphorically melt her into a puddle of bliss even if you barely know what you're doing. She also knows how to make clones of herself, as per the Divine Clone perk above. Perhaps you'll use those clones to toy with her remotely?

Drawbacks

There's no limit to how much cp you may gain from drawbacks, not that there are many to begin with.

Romcom Slapstick +100cp

Let's hope you like getting beaten up,because your life now has had a dose of slapstick injected into it. Whatever the case, whenever you even mildly annoy one of your friends or lovers or whatever you'll be beaten up like you live in an old anime. There usually won't be logical reasons for it (although sometimes there might be depending on how you act), and you won't be able or willing to fight back against it for some reason. Worse, you'll have to deal with the injuries yourself, although they'll never be all that severe, so just a simple healing spell or talisman would do the trick.

You Promised +100cp

Isn't it convenient to be able to remember your life? Relationships and friendships are made so much easier when you actually know what happened. Unfortunately this drawback removes that convenience from you. In short, you have amnesia, and have forgotten all about your chain and yourself and so on. Worse, anything that normally helps with restoring your memories is far less effective on you, so you'll go for at least a few months having to deal with not remembering your past. Hopefully you'll meet someone who can tell you where you are.

Raised With Lewd Books +100cp

Waifus are often innocent and yet lewd at the same time, aren't they? It can be quite bizarre if you're not used to it. Not to worry, as with this drawback you'll become very familiar with such a thing one way or another, because now you're the innocent yet lewd person. You are now somehow simultaneously naive and yet always have your head in the gutter. Perhaps you'll jump to weird conclusions at the slightest hint of erotic implications, and might even come up with weird ideas yourself while not listening to people explaining the situation. It won't be too much of a problem if your friends are patient, but you'll likely get teased relentlessly.

Jealous Physiques +100cp

As you cultivate, you'll generally find treasures gaining minds of their own. This doesn't happen just to treasures, it can happen to physiques and innate talents as well. Now, it seems that all of your own physiques and innate talents, and even all your distinct spells and abilities and the like have obtained minds as well, even if they weren't normally strong enough for it. Unfortunately, they're rather clingy and jealous, and demand your attention. They'll still be relatively loyal, but if you don't play with them or at least hang out with them regularly expect them to rebel and scheme to beat you up for it, or maybe even killing all your other physiques, talents, and the like so that they're the only ones you have to pay attention to. Thankfully they're all within your own mindscape unless you externalize them, so giving them the attention they want might not be too difficult.

Pure Unbounded Yang +200cp

You poor bastard. You've been bamboozled into using a cultivation method with an extremely severe downside, even if perhaps not the Pure Unbounded Yang method itself. Or, well, if you're an ascetic it may seem irrelevant. What it does is fairly simple; you cannot engage in or even think about lewd actions, or you'll suffer a variety of side effects ranging from vomiting blood profusely to just dying on the spot, the severity of which depends on how far you went before the downsides hit. Forcing yourself to go further just makes it worse, obviously, and you better hope you're not at the mercy of someone who wants a piece of you or you may very well die then and there. Perhaps being an ascetic is not so bad, but being in a world filled with such beauties only to be incapable of enjoying any of them is a tragedy indeed.

Phoebit Child +400cp

It's too bad that there's no anger management therapy in this world, because you really could use that kind of thing now. You've completely lost any ability to restrain yourself from venting your anger, and have ended up with an unreasonably short temper to boot, so you'll very quickly make a name for yourself as an infamous threat that one cannot pacify. Hopefully you're strong enough to back up your hostility, because you'll get in a lot of trouble one way or another, and will just keep making things worse for yourself when you lash out at others and threaten to kill everyone around you.

Notes

Feel free to replace the MC or something if you take the right perks.

v1.1

Power tier list in the next page.

境界参考表（目前）
Realm Reference Table (Current)

Xianxia World	Isekai World
Ascension	Transcendence
Earthen Immortal	Saint
Demigod	Sub-Saint
Immortalization	Legendary
Nascent Soul (Leaving Aperture / Nascent Soul)	Pseudo-Legendary
Golden Core (Golden Core / Core Formation)	Grandmaster
Fusion	Master
Consecration	Veteran
Foundation Establishment	Median
Qi Condensation	Subordinate
Body Refining	Neophyte
Mortal	Plebeian