

~Elements Series~

Generic Classical Elements

Introduction

You are about to enter a world of the elements. A land burning with fire, drenched in water, sturdy as earth, and torn apart by wind. In this world you'll face adventure, magic, psychics, monsters and demons. Mad scientists want to create the newest doomsday device, while heroes and spirits fight to protect the world peace. Nations wage war through the elements, harnessing natural disasters to tear apart their foes. Gods watch from above, twisting reality to prevent the end of all things, and eldritch monstrosities tear holes in reality to spread their own influence.

Perhaps all of these are true, perhaps none of them are. Maybe you'll enter a mundane world with nothing but your own incredible power. Regardless, you will find the following powers a great boon to your stay here.

Take 1000 Classical Points (CP) to help you survive in this world.

World Modifications

For those who would like more direct control over the world they're entering, you may take any of the following modifications below. Combine them into an eclectic and bizarre world. If you choose nothing, the world will be generated automatically. What kind of world will you create?

- **A Mundane World (Free, can't take other mods):** You are in a normal world, not unlike your original world. No danger, no free knowledge.
- **Crossover (Free):** You may use this document as a supplement for another document. All mods chosen from this will affect the setting you're using this as a supplement for.
- **Psychics (+50 CP):** There are many psychics in this world.
- **Sorcery (+50 CP):** There are many mages in this world.

- **Combustionist (+50 CP):** There are quite a few engineers with a specialty in fire and smoke around this world, building their fantastical contraptions.
- **League of Shadows (+50 CP):** This world is full of assassins. They particularly love their ash and dust, don't let it get in your eyes.
- **Monks (+50 CP):** There are other monks and benders in this world.
- **Daggers Through the Heart (+50 CP):** There are a lot of sword fighters in this world. Not scary enough? They can manipulate blood and potentially tear the blood from your veins.
- **Alchemical (+50 CP):** Lots of healers around here. Healers with a penchant for creating undead abominations from body parts they find lying around and granting superpowers in a bottle.
- **Sages (+50 CP):** There are many concept-modifying sages in this world.
- **Mad Scientists (+50 CP):** There are mad scientists capable of bending and breaking physics in this world. Perhaps you could learn from their ways?
- **Demons (+50 CP):** This world is rife with demons, vile creatures generally, who only care about themselves.
- **Musicians (+50 CP):** There are a lot of bards in this world.
- **Tinkers (+50 CP):** There are quite a few steampunk engineers around this world, building their fantastical contraptions.
- **Cultivators (+50 CP):** There are cultivators here, men and women who spend their lives training their bodies and developing their Qi. They can be quite strong.
- **Spy Thriller (+50 CP):** You'll find more than a few spies, manipulators, and others who have quite a bit of training in psychology and the arts of manipulating emotions. They have a particular habit of string people like you along, twisting your thoughts until you're just another puppet for them.
- **The Fire Within (+100 CP):** The flames within are a very real thing now. The fires of passion ignite within every living thing. This can create a problem, though, as this also makes it a very vulnerable weakness within everyone including you. Don't let it be blown out.

- **Theologians (+50 CP):** Is it man? Is it machine? Is it alive or dead? How can we know for certain? This world is filled with automatons, golems, and other various constructs built by mankind, those who dabbled in the arts of creation, using fire to forge new life. Maybe you can take the time to figure out if they deserve their own life insurance policy?
- **From Man, God (+100 CP):** Automatons? No, those are fragile, weak, stupid pieces of scrap metal not even worth the time of the true gods of this world. A group of powerful beings have used the fires of creation to forge true life, life beyond life, power beyond power. There is an army of beings under their control, veritable gods forged from metal and fire, walking the earth. Will you stand against them?
- **Ghoulish Djinni (+50 CP):** There are a lot of undead(?) in this world, but they're actually just spirits that look undead. Ghouls fill the planet, granting wishes in exchange for eating people. Because human flesh is yummy to them I guess.
- **Ifriti Djinni (+100 CP):** You don't have to just deal with the creepy undead Jinn, you now have to deal with the Jinn dedicated to making the world a worse place. There are Ifrits covering the planet, granting wishes that will continually draw the planet closer and closer to its end.
- **Cultists (+50 CP):** There are cultists in this world, psychotic and raving lunatics who only wish to gain the attention of their mad gods.
- **Their Gods (+100 CP):** This land has beings from beyond the void, the kind which drives those who see them insane. They exist just out of sight, trying to slowly gain some level of control over the world. They have influence where their cultists exist, or perhaps their influence extends to a specific time of day, maybe even the more powerful ones are limited to a specific astrological event or day of year where they can come out and annihilate countries. Of course, the more cultists there are, the worse this will be.
- **Shamans (+50 CP):** There are shamans and spiritualists who control nature and the natural world with their spiritual energy here. They do not like anything unnatural to this world or anyone mucking around with the balance of the world and life and death.
- **Shamanic License (+100 CP):** What is a Shaman without a spiritual world? This world now has a true afterlife, with angels, demons, spirits, ghosts, and methods to return from the grave, particularly the powerful ones willing to escape their afterlife for revenge. For you, this means that you only chain fail if you're still in an afterlife by the end of your jump, even if you've died 72 times, but you do have to have the power to

escape and may have to deal with your mortal enemies more than a few times.

- **Undeath (+50 CP):** There are a lot of undead in this world, from zombies to skeleton archers to your favorite floating heads. Most are mindless monsters, but god help anyone who encounters one of the intelligent lichs.
- **Liches, Lords, and Lampreys, Oh My! (+100 CP):** Instead of the normal undead, your world is now absolutely filled with an excessive number of hyper intelligent spellcasters, psychics, and other beings who've found the philosopher's stone of undeath. Reborn as lichs, psychic memories, and more, they're phenomenally powerful, intelligent, and several likely have a desire for world domination.
- **From the Cracks (+100 CP):** Something... no, more than one something... has torn its way through the veil between space, time, and reality. Their tendrils twist and turn, their fingers form the stars, their bodies form time itself. From their limbs, monsters fall like meteors. From their gaze, the minds of man are driven to madness. They crawl from the seas, from the skies, from the land, and they are here to stay. Can you survive?
- **The Great Spirit (+100 CP):** Spirits, the level of gods, roam the land. Many are malicious, many are benevolent, many only care for themselves. They like being in control.
- **Primordials (+100 CP):** There are primordials abound, beings which existed at the conception of the universe. These beings of great power and nature are not something you would want to mess with.
- **Olympus Has Fallen (+100 CP):** There are gods from various pantheons walking the earth. Most are disguised, as their power and presence would destroy countries in seconds, but should they ever truly reveal themselves or if someone gets in their way, pray that you're not facing their wrath, as their power tears apart the very fabric of reality should they be angry.
- **Rock Steady (+50 CP):** All of the people in this world are surprisingly fit, strong, and have great stamina and endurance.
- **Flame Focus (-50 CP):** The world is focused almost entirely on fire manipulation.
- **Earth Focus (-50 CP):** The world is focused almost entirely on earth manipulation.
- **Water Focus (-50 CP):** The world is focused almost entirely on water manipulation.

- **Wind Focus (-50 CP):** The world is focused almost entirely on wind manipulation.
- **The Elements (+100 CP):** Those within this world don't focus on one element, they instead manipulate all elements. This can make things a little more dangerous if you make any enemies.
- **Ancient (+50 CP):** The beings of this world have evolved from ancient times, grasping at great power over millennia of practice. Their general power level has increased significantly, as does their knowledge and the knowledge you may find around the world.
- **Immortal (+50 CP):** Some of the beings of this world are immortal, having lived for a long time and gained significant capabilities and power as a result.
- **Potent Magicks (+100 CP):** The power level of everything in this world besides you is increased by one tier.
- **Truly Weak (-50 CP):** The power level of everything in this world besides you is decreased by one tier.
- **Ice Age: The Iciest of Ages (+100 CP):** I hope you like the cold, because it's going to be very cold. All fire abilities tend to be much weaker around here, you'll constantly be freezing your butt off, ice is everywhere, and heaters are much harder to come by. Make yourself an igloo, you'll need it.
- **Molten Mountain (-50 CP):** There is an abundance of geothermal fissures around this world. Volcanos everywhere, steamvents coming up from underground, lava rivers, wildfires, and more. This can make all of your firebending quite a bit more powerful, just make sure to bring a few liters of water to keep hydrated.
- **Great Flood (+100 CP, -50 CP for Water):** The entire planet is completely flooded. There's almost no land, and the land that there is doesn't like being manipulated.
- **Mountain Rim (-50 CP):** The world is mostly earth and mountains. The earth is filled with energy, willing to be manipulated. It's extremely easy to use your earth-related abilities in this kind of world.
- **Pangaea (+100 CP, -50 CP for Earth):** The entire planet is now a single continent. Water is far away unless you're on the coasts, and there are few rivers to draw it from.

- **Standstill (+100 CP for Wind):** The entire planet now has stagnant air and no wind, in fact the planet's rotation has slowed significantly causing longer days and nights with only a very thin strip of temperate zone where people are actually able to survive for lengthy periods of time. Not only is it difficult to control the wind here with its limitedness, but it is difficult to survive in general.
- **Windy World (-50 CP):** The world is full of unnatural amounts of winds. Landmasses are higher up in the atmosphere, many even floating high in the sky with harsh winds that can be easily controlled. Perfect for the aspiring master of wind.
- **Fantasy Lands (+50 CP):** The world is based on fantasy. There will be knights, wizards, dragons, and beasts everywhere, straight out of a fantasy world.
- **A Monstrous Population (+50 CP):** You want monsters? You can have monsters! This world is filled with monsters, especially fire and lava monsters. There are a ton of those. If taken with Fantasy Lands, you'll be unlikely to travel more than a mile without running into another monster den full of living flames and demons.
- **My Alchemist Wet Dream (+50 CP):** The world is a dangerous one, full of alchemical machines created from augmented materials and creativity. Undead built through twisted alchemy, golems created from the greatest augmented ores, and machines with superpowers. What a strange science-fiction fantasy.
- **My Cyberpunk Wet Dream (+50 CP):** The world is a dangerous one, the cyberpunk dystopia you've always dreamed of. Corporations rule this land with technology beyond your wildest dreams. Are you willing to augment yourself to survive?
- **My Steampunk Wet Dream (+50 CP):** The world is a dangerous one, the steampunk dystopia you've always dreamed of. Corporations rule this land with steampunk technology beyond your wildest dreams. Are you willing to augment yourself to survive?
- **With Love (+50 CP):** People in this world had a decision to make: peace or war. They chose war. A war of the heart, a war of love, a war of using your slaves as proxies. Everyone specializes in mind-control magics in this jump, and they all seem to love using proxies for their fights. You'll have to find the person controlling the person controlling the person in order to get any sort of revenge.
- **Oracle of Delphi (+100 CP):** Everything in this world seems to specialize in divination of some form. There are few good enough to be true future tellers, but the

clairvoyance of the majority is enough that you can kiss your secrets goodbye.

- **With Soul (+50 CP):** Everything in this world seems to specialize in death abilities. Who would've thought? Best not make any enemies, unless you want to face an army of the undead and an absurd number of instant-death powers.
- **Today We Sing (-50 CP):** Everybody else in this world requires lengthy spell chants to cast their magic or use their abilities. Even technology in this world has an odd requirement for a lengthy chant to use properly.
- **Movement Magic (-50 CP):** Everybody else in this world requires movement of some kind to use their abilities, whether martial arts or something similar. Even technology in this world has an odd movement-related requirement or focus.
- **Wand Waving (-50 CP):** Everybody else in this world requires some kind of focus to use their abilities, whether a wand for magic, a ring for psychic powers, or a special hat for mad science.
- **Forever War (+50 CP):** Everybody's at war with each other. This makes the world more dangerous, obviously, and you better hope you're not on the losing side of the war.
- **True Peace (-100 CP):** The world is at peace, and has been for maybe too long. Everybody's kind and helpful, and nobody wants to cause any conflict.
- **Beyond the Stars (+50 CP):** Whether through magic, psychic teleportation, or technology, humanity has reached the stars and colonized the galaxy.
- **Magmatic (+50 CP):** The world is utterly obsessed with the whole "fire and brimstone" thing. Hidden volcano lairs, demon summonings, raining fire from the sky, lava rivers, the whole thing. You might find it a little difficult to get some good air conditioning, what with the idiot who redirected the geothermal fissure to run lava down your street. You know, "for green energy."
- **Boulder Punching Assholes (+50 CP):** This world is obsessed with rocks. Like, literally obsessed. Everything is about rocks. You tired of rocks? You can get really small rocks like sand instead! There's also an odd Arabian theme surrounding everything in this world.
- **A Pirate's Life (+50 CP):** Everybody in this world loves pirates. They want to be pirates. They want to kill people, rape them, loot their corpses, and sail away into the sunset while singing sea shanties.

- **Sky Pirates (+50 CP):** Everybody in this world loves flight, airships, and good old thievery. Expect a world filled with debauchery and sky mercenaries doing their best to exploit as many people and their property as possible. Do try to get some sleep between the raids and shanties.

Origins

You may choose your age, sex, and location for free. God help anyone who tries to tell you otherwise.

Pyromancer (Fire): You have harnessed the innate mystical energy of magic to breathe life into your flames. Your sorcery brings light and fire into existence, scorching all who dare approach. Cast your spells of the sun, grasp at the great holy light above and bring down fiery wrath on your foes.

Geomancer (Earth): You're a mage who specializes in the manipulation of the element of Earth. You use mana and magic to control the stone around you.

Mysticist (Water): You use magic to imbue philosophy with power and enact that philosophy on the world around you. You wield mystic energy to shape the flow of water and thought, summoning forth water to control the battlefield and understand or even change the very concept of your foes.

Bard (Wind): One with the wind, one with their instrument, and one with magic. You are one of the precious few who have studied the magics of music, learning to imbue spells into your voice and the instruments you play, controlling the winds and sounds around you while empowering allies.

Pyrokinetic (Fire): Fire is a part of you. Flames lick your very thoughts, and you've learned to manifest the flames in your dreams and interweave them onto the material plane. Your psychic powers draw upon your infinite rage, your wrath, your hatred, and your passion to ignite the air around you. Can you steady your very essence and grasp the power which is being offered to you?

Soothsayer (Earth): You're a psychic who specializes in telekinesis and divining the future through the earth and plants. Your earthen abilities stem from your psychic willpower.

Hydrokinetic (Water): Your mind has evolved to use psychic energy to manipulate the forces of water. You move liquids through sheer force of will, shaping it to your whims. Some say that psychics who control water are mad witches who curse travelers with eternal bad luck, but that's just superstition... right?

Shaman (Wind): You have delved deep into the Shamanic arts, the nature of Nature and the cycle of life and death. Through rituals and sacrifice, you have become one with the cycle of reincarnation and Samsara, and as such have unlocked the power of your own soul and its interaction with nature. You use your soul to power your abilities, moving the winds and influencing the natural world, casting powerful effects through your soul's psychic energy, and from the cycle of reincarnation your soul will constantly regenerate the power you use.

Pyrotechnician (Fire): you have vast understanding of fire and thermodynamics, and your power of fire comes from your knowledge and technology.

Alchemist (Earth): You study the earth and its inhabitants to learn how to draw the supernatural aspects of materials and combine them into powerful potions and poultices, and perform alchemy and transmutation to combine the conceptual essences of mundane materials to make incredible creations.

Biologist (Water): You're a scientist, one who plays with the body and blood. Your power comes from personal augmentations, knowledge, and mad science. Can you contain yourself?

Steamwright (Wind): You're smart, genius even. You understand the principles behind steam and metal, cogs and gears, and how to put them together into phenomenal and durable technology. You can create a vast array of steampunk inventions, especially those which manipulate and alter the wind, air, and steam in various ways, produce music, and many other effects. You've spent much time studying these secrets, and have become somewhat competent in their construction.

Ashen Beast (Fire): You are a beast, a creature formed from the ashes left behind. You are what's left once the flames are gone, once they've cooled. Yet, your rage never cooled, your will never froze, and so you stood from those ashes and became an ashen beast.

Bloodletter (Earth): You're a swordsman who's learned to manipulate the Earth through their precise movements and force of will.

Cultist of the Deep Ones (Water): You're one who worships the beings who exist outside of our reality. You hold no power of your own, but yet you have the power that the elder gods of the infinite ocean allow you to have as their host.

Windwalker (Wind): The winds and world are alive. You understand this, and have achieved the freedom of enlightenment. Everything moves, everything churns, and every movement you make continues the momentum of life, of the universe, of action and

reaction. Your movements are precise such that the winds bow to your power, and you understand what forces to apply to achieve the movement you wish from both yourself and the very winds around you.

Dancer (Fire): The fires of passion, honed to a deadly point. You have spent your life sharpening your passion into a weapon, a force of ruin to make those you grasp at dance to your whims. You have the natural ability to play the strings of passion in others, twisting the fire within them around your finger and holding them captive at the sight of you. Twist their emotions, control their bodies, and remake their minds through your perfect understanding of psychology until you tire of them and stab them through the back. At greater levels you could even ask the planet itself to bend to your will.

Earthshaker (Earth): You're a monk who has become in tune with the Earth. Your earth abilities come from meditation and infusing the planet with your physical energy in order to request it to fight on your behalf.

Herbalist (Water): You are a sage, one who uses plants and imbues them with chi in order to draw out their supernatural elements. By using a combination of your water chi and various plants, you can create healing salves, poisons, drugs, and various other effects.

Fengshen (Wind): You are the maker of your own story, one with wisdom and strength both. Within you churns the mythical energy of life, Qi, and it empowers you both physically and mentally. Through it you may imbue your body with wind, and move the wind through combinations of martial arts and the sheer power of your own life force.

Promethean (Fire): The breath of life, the fires of existence, the burning within from which true understanding dawns. Your flames are the flames of creation, molding and changing life itself. Your fires do not harm, they do not heal, they advance. You hold holy flame at the tips of your fingers, flame which can be molded into various metals and materials and more importantly, flame which grants a soul to anything which is created. Hand the future to your children, and they will give you the world.

Jinn (Earth): You are one who has learned to influence the Ghayd, the hidden realm, and manipulate the two earths in tandem. You draw the hidden world into the true one to create supernatural phenomena from sandstorms to creating even spirits and pulling myth and legend into the natural world.

Mirror Demon (Water): You are a master of illusions and light. You understand instinctively how light refracts against surfaces such as water or mirrors, able to shape that light into powerful illusions that control not only sight, but any of the senses and even insidiously infect the mind.

Wraith (Wind): Whether through ritual or happenstance, the Winds of Death have touched you, and a piece has found a home within you. You've learned to move these winds, like a twisted superpower, bending them to your will. The winds of death are powerful, but uncontrolled and dangerous, and can tear the soul straight from the bodies of your foes and send them to an early grave. These winds can even puppet the bodies of the dead, tear knowledge from the lifeless, and eradicate entire afterlives for the truly powerful.

The Pyre (200 CP) (Fire): your power over fire is eldritch in nature. It is no longer so much fire, as it's reality warping with a fire aesthetic. The Pyre has found you fascinating and will allow you to borrow its great power from beyond reality.

You can choose to not have The Pyre actually exist, and still gain the benefits of this origin without a debatably evil eldritch god empowering you.

Spirit Caller (200 CP) (Earth): You invoke the power of the spirits and divine to do your bidding. You need no magic or supernatural power, for you can bend the very gods and demons that rule the earth and heavens to your whims. You are not limited to Earth Spirits, but you get along with them much better. With time you could learn to force contracts on other beings to take their power for yourself.

Primordial (200 CP) (Water): Perhaps you're not a primordial yet, but you have a natural connection to water such that others may think you are one. You are one with the water around you, able to move it freely through will alone, as you are the water and the water is you.

Aetherborn (200 CP) (Wind): Aether. The air which the Gods breathe. While unskilled, you have learned to pull this air from the realm above and use it for your own ends. Infused with true Divinity and the source of limitless power, these winds may hold any number of attributes, acting like other elements, spawning matter from nothing, empowering those it touches, punching holes in reality, and even trapping the very gods in your wind-derived prisons.

Elementalist (400 CP) (Fire, Earth, Water, Wind): You gain power over Fire, Water, Air, and Earth as your choice of magic, psychic, or technological power set. All perks purchased in this jump are reduced to 50% of their normal capability and power, but they now affect all 4 of your elements (besides the resistance perks). You also only get 3 freebies/discounts for each element instead of all for one element unless you buy Multilateral.

Perks

You take discounts in the General section based on what element your origin is associated with. You take discounts in each additional section based on your origin and element... If your element matches an origin, but you didn't select that origin, you get 50 CP off the 100 CP and 200 CP perks and 100 CP off the 400 CP and 600 CP perks.

You only need one Capstone Booster to qualify for all capstones. You just won't get the most out of your element if you don't take more.

Special

Another Life (100 CP, Can be taken multiple times): People are multifaceted. They have many stories, many sides, many sources of power. Take another origin for the element matching your first origin or an element selected with the perk Multilateral for each time you purchase this. This only affects this jump, and you cannot take more origins in future jumps through this perk.

Multilateral (100 CP, Can be taken multiple times): There are plenty who wish to take on more elements. You would've already been able to learn to use other elements naturally, but this will help accelerate that process. Select another element. With this, you get 4 discounts/freebies for that element and a learning booster for it, too. If taken for the same element again, you get 4 more discounts/freebies for that element and an additional learning booster.

General

Flowing Form (50 CP, Free Water): Your movements are beautiful to watch.

Voice of a Sylph (50 CP, Free Wind): You have an absolutely beautiful, stunning voice. Your voice is such that anyone who hears it would say it is supernatural.

Whisper Loud (50 CP, Free Wind): Your voice travels incredibly well, as if carried by the wind to wherever you need it to be heard. You can speak and be heard no matter where you are, what the situation is, or how loud the surroundings are. You can even speak through supernatural effects which would normally stop your voice from ringing out. Nothing will stop you from speaking.

Water Walking (50 CP, Free Water): You can walk on water with no trouble

Water Breathing (50 CP, Free Water): You are capable of breathing underwater and in other liquids as if it was the normal air you breathe to survive. You may optionally have gills.

True Flight (50 CP, Free Wind): You can fly. This isn't a power, magic or something that can be stopped, it's a part of you. Your flight speed is twice your running speed.

Rehydration (50 CP, Free Water): You find yourself quickly regenerating your physical energy and slowly regaining your health so long as you're standing in water. This effect is increased when you're submerged.

Like Water (50 CP, Free Water): All of your movements and combat capabilities are incredibly adaptable, able to transition from one combat form into another flawlessly no matter how different the styles are.

Shaped From Clay (50 CP, Free Earth): Your body is astoundingly beautiful, as if shaped from Clay and instilled with life from the hands of a great God of Creation. You have become far beyond perfect in beauty, such that your appearance counts as a supernatural effect.

Body of Stone (50 CP, Free Earth): You no longer need food, drink, or bodily functions to survive. You also can exist in much more extreme environments. In fact, you have all the bodily functions and environmental protection of a particular hardy piece of stone.

Liquid Curses (100 CP each, Discount Water on First Curse):

Water curses affect any individual who has been drenched more than 50% in water you control. You can only inflict one curse per person with these curses specifically. You may choose the curse you inflict at the time of infliction, and overwrite it at any time with another application of your water manipulation. The curse wears off once your foe has mostly dried off or another curse is applied.

- **Curse of Weakness:** Enemies find their endurance cut in half, their vitality significantly lessened, their resistance to disease and infection hindered, and their strength is made feeble. If any of these are infinite or perfect, they're lessened to significantly-superhuman status for the duration of the curse.
- **Curse of Fear:** Enemies will be paralyzed in fear and have an intense desire to flee your presence. If they are immune to fear, they will still feel uneasy around you for the duration of this curse.
- **Curse of Vulnerability:** Enemies find their physical defenses decreased by a significant margin, allowing all of your physical attacks to deal more damage and cut through their defenses. If they have perfect defenses, their defenses are instead reduced to significantly superhuman.

- **Curse of Elements:** Enemies find their elemental defenses decreased by a significant margin. All of your elemental attacks now deal more damage and pierce any elemental defenses your foes may have had. If they have perfect defenses, their defenses are instead reduced to significantly superhuman.
- **Curse of Sloth:** Enemies find their movement and action speeds decreased by a significant margin. They attack, move, and take actions much slower.
- **Curse of Pride:** Enemies find themselves filled with horrible, unadulterated rage. They gain an overwhelming urge to attack you, specifically. Their skills and abilities are reduced significantly, becoming much sloppier and less accurate for the duration of this curse.
- **Curse of Silence:** Enemies are incapable of using magic or psychic abilities while affected by this curse. This does not affect other supernatural abilities.
- **Curse of Misfortune:** Enemies are cursed with bad luck. Anything that can go wrong for them will go wrong, with tactics and plans failing at the slightest inconvenience. They stumble, fumble, and fall, while the environment itself becomes their enemy.

Water Resistance X (50 CP, Free Water): You have 50% resistance to water damage as well as immunity to dying from water pressure.

Water Resistance C (100 CP, requires Water Resistance X, Discount Water): You have 100% resistance to water damage.

Total Water Resistance (50 CP, Free Water): Your water resistance extends to all allies and any property you own.

Poison Resistance X (50 CP, Free Water): You have a 50% resistance to poison and acid damage.

Poison Resistance C (100 CP, requires Poison Resistance X, Discount Water): You have a 100% resistance to poison and acid damage.

Total Poison Resistance (50 CP, Free Water): Your poison and acid resistance extends to all allies and any property you own.

Curse Resistance X (50 CP, Free Water): You have a 50% resistance to the effects of curses, lessening their effect on you by 50%.

Curse Resistance C (100 CP, Requires Curse Resistance X, Discount Water):

You are immune to the effects of curses. You still count as cursed when a curse is connected to you.

Total Curse Resistance (50 CP, Free Water): Your curse resistance extends to all allies and any property you own.

Conceptual Resistance X (100 CP, Discount Water): You have become an important part of existence. Attempts to modify your existence, essence, conceptual position in the universe, or mind without your permission have a 50% chance to fail outright and take 50% more time to take effect. Conceptual damage is also lessened by 50%.

Conceptual Resistance C (300 CP, requires Conceptual Resistance X, Discount Water): You have become an integral part of existence. Attempts to modify your existence, essence, conceptual position in the universe, and mind all fail outright without your permission. You are also immune to all conceptual or absolute effects, such as damage which cannot be evaded, attacks which target your existence, reality warping, attacks which modify causality, etc.

Total Conceptual Resistance (100 CP, Discount Water): All defenses against reality warping, concept modification, mind control, and things which attack the very core essence of something now also apply to all allies as well as any property you own.

Wind Resistance XVI (100 CP, Discount Wind): You are immune to wind in all its forms, whether it is used to push you around or cut you up.

Soul Resistance XVI (100 CP, Discount Wind): You are immune to having your soul manipulated in any way, whether it is being torn out of you or changed without your permission.

Death Resistance XVI (200 CP, Discount Wind): You are immune to any instant-death effects. This includes being one-shot while healthy from any normal attack, as it will now take a minimum of 2 hits for anything to kill you so long as you're not incapacitated.

Environmental Resistance XVI (100 CP, Discount Wind): You are immune to environmental hazards, such as radiation or a burning building, so long as you're not the specific target.

Fire Resistance I (50 CP, Free Fire): You have 10% Fire resistance.

Fire Resistance V (50 CP, Requires Fire Resistance I, Free Fire): You have 40% Fire resistance. Fire resistance now also protects from metaphorical forms of fire, such as manipulating the flames of love, or the fires of war in your heart and mind.

Fire Resistance X (100 CP, Requires Fire Resistance V, Discount Fire): You have 60% Fire resistance, and can redirect some amount of fire to target you instead of other things.

Fire Resistance L (100 CP, Requires Fire Resistance X, Discount Fire): You have 100% Fire resistance, and anything enhancing the abilities of any fire is reduced in intensity when directed at you or allies.

Fire Resistance C (200 CP, Requires Fire Resistance L, Discount Fire): You have 150% Fire resistance. Whenever you're hit with fire which does not pierce or reduce your fire resistance below 100%, you are healed for the amount of damage you would've taken based on your over-resistance to fire (such as an attack piercing 7% fire resistance, you would've healed by 43% of the damage dealt).

Earth Resistance XVI (200 CP, Discount Earth): You have a 75% resistance to all Earth-related damage.

Physical Resistance XVI (200 CP, Discount Earth): You have a 75% resistance to all physical damage.

Resistance Relocation (50 CP, Free Wind): Wind is a fickle thing. You've learned to harness its fickleness to a point, allowing you to forego your own defenses and move any of your resistances to apply them to all of your allies at twice their level.

Resistance Reflection (100 CP, Discount Wind): Any resistance over immunity now reflects the over-capped damage back at the attacker. 130% resistance to fire deals 30% of the damage instantly to the one who targeted you, and there's no way for them to dodge the damage or mitigate it unless they, too, have resistance to it.

Legendary Defense (400 CP, Discount Wind): Your defensive perks no longer have diminishing returns, and instead stack additively. Therefore if you have two 90% resistance perks, it won't leave you with only 99% or 130% resistance (depending on your benefactor...), instead you'll end up with the entire 180% resistance. You're also capable of taking any amount of resistance beyond 100% and granting it to others. Immunity counts as 100%.

Limitless Defense (600 CP, Requires Legendary Defense, Discount Wind): Your defensive perks now stack multiplicatively. Should you have two 90% resistance

perks, your resistance now becomes 8,100% resistance. Quite a bit, what would you do with it? Immunity counts as 100%.

Army of Fire (100 CP, Free Fire): All allies within 100 feet gain ½ your fire resistance as their own base fire resistance for as long as they remain within that distance.

Sail the Stars (50 CP, Free Water): You're incredibly capable at navigating the seas, including the seas of stars up in space. You're an incredible captain, know your way around any ships you set foot on, and can (somehow) effortlessly run an entire ship all by yourself, no matter how large or complex it is. This never takes any more time than it would normally take to only perform the duties of the most complex position on the ship.

Sail the Time Machine? (400 CP, Requires Sail the Stars, Discount Water): Your ships aren't limited to sea and space travel anymore. They can sail the very literal currents of time. Yes, you can now travel through time on any vessel you're controlling, anywhere and anywhen. Try not to break the timestream with this...

Sail the UNIVERSAL CONSTANTS!!??? (600 CP, Requires Sail the Time Machine?, Discount Water): Who needs time travel when you can just sail from one timeline into another? Simply jump into the perfect dimension where you've already accomplished all your goals. I'm sure nobody will find a way to follow you and screw up your plans for perfect Jumper harmony and rulership of all existence.

Herald of Rain (100 CP, Discount Water): You may have your very presence bring about rain and storms. You'll find that, so long as it benefits you or you desire it, rain will always drench the lands around you.

Windfall (100 CP, Discount Wind): You have a lot of luck when searching for necessities. You always happen to stumble upon resources such as food and water when you or an ally needs it, you find money when you don't have any, and there will always be shelter around the corner or a friend willing to help you out.

Featherlight (100 CP, Discount Wind): You're completely and perfectly able to regulate your strength and precision. You can interact with anything down to molecular precision and control the strength you use so perfectly that there's no chance of you breaking anything you do not intend to break. Perfect for a scientist or just someone with too much super strength.

Grace of Zephyr (100 CP, Discount Wind): Your ability to dodge is godlike, as if you're the wind itself. If something's about to hit you, even if you don't notice it, your body will still react and you will still dodge it so long as it's possible to dodge. Obviously, if the area it strikes is too large to dodge or the attack is too fast to dodge, you can't dodge it, but you could probably dodge a couple bullets as a baseline human with this.

Aero (100 CP, Discount Wind): You have a continuous barrier of wind. Any unwanted intrusions into it, whether magical or physical, will find the source cut up by your wind. All ranged damage against this defense is halved in potency, as well. Truly a favorable shield.

Firestorm (100 CP, Free Fire): You can increase the area of effect of fire abilities and powers by up to 50%.

Shaper XVI (100 CP, Free Fire): You have fine control of your fire powers and abilities, able to shape fire into precise shapes and constructs such as covering a sword's blade in a fire spell so perfectly it doesn't even appear to be fire.

Burning Ash (100 CP, Free Fire): Your fire abilities produce small amounts of ash, even when they shouldn't. You have limited control over this ash, able to vaguely guide it in a general direction, but mostly it just falls from where your flames are burning.

Blind XVI (100 CP, Discount Fire): The ash your abilities produce or which is thrown/used by you has a habit of getting in the eyes of your foes, blinding them temporarily and forcing them to rely on other senses.

Immobilize (100 CP, Discount Fire): Ash covering your foes hardens, making it more difficult for them to move. Foes will feel like any part covered in ash is moving through water, and if enough ash is covering them, they won't be able to move without significantly greater effort.

Ashen Warrior (100 CP, Discount Fire): Enemies covered in ash get decreased fire resistance and take additional fire damage depending on how much ash is covering them. An enemy completely covered in ash has 0 fire resistance and takes double damage.

Bender (100 CP, Free Earth): You are capable of substituting the energy costs of all earth abilities you have by instead performing complex movements or martial arts. By doing this, the cost of your abilities becomes zero. You instinctively know what movements and actions will perform each ability you have, and can even combine them with your fighting styles, though this will take much time and practice.

Influence Animal (100 CP, Free Earth): You're capable of giving simple orders to the animals that walk the earth, as well as understanding their emotions and desires. This affects animals such as lions, tigers, moles, dogs, and cats, but it does not affect birds, fish, or other animals who do not walk the earth.

Psychic Link (200 CP, Discount Water): You can convert any of your water perks, powers, and abilities into psychic abilities. Psychic abilities don't use an internal well of energy, and if they did you can choose for them not to. Psychic abilities created using this

perk draw from your willpower and mental endurance instead, but drain these significantly. All abilities made as a result of this perk are obviously affected by all psychic-related perks you have.

The Pestilence (200 CP, Discount Water): Water is not always so pure and beautiful. Sometimes it is contaminated, filled with rot and bile. Pestilence fills it, writhing and wretched. You may now embody this ideal. Not only are you able to fill water with sickness and encourage the growth of vermin in your waters, you control the very vermin which spread this sickness: the rats, mosquitoes, and other skittering spreaders of plague, as if you were them and they were you. You may take control of any which enters your senses, and use them however you wish.

Disturbance (200 CP, Discount Wind): Your wind attacks disorient anyone they strike, causing confusion and momentary loss of direction.

Aerosolize (200 CP, Discount Wind): You are capable of turning poisons, diseases, and other concoctions you have or are able to control into an aerosol form, at which point you are capable of controlling it as if it were wind, poisoning the air around your foes, augmenting your allies with potions you permeate the area with, and more.

Flamestrider (200 CP, Discount Fire): When walking on flaming or charred ground, your movement, attack, and cast speed is increased by 200%, and the speed of all of your projectiles and powers are also increased by that amount.

Territory Creation (200 CP, Discount Earth): You can flood the area around you with mana, psychic energy, your own blood, etc. to "claim" it as yours. You can sense anything in this territory so long as you're in it, and all of your earth abilities are enhanced while in your territory. It takes a substantial amount of energy to claim, but once it's yours, it's yours.

Earth Eater (200 CP, Discount Earth): You can now eat rocks, and they even taste good! Eating rocks temporarily grants random buffs. This might be minor regeneration, enhanced physical attributes, a boost to various elemental abilities, a powerful boost to a specific type of attack you can perform, increased knowledge, or even something else. If you are capable of interacting with the metaphysical attributes of stone, such as being an alchemist, you can even have a vague idea of what your next buffs will be.

World On Fire (300 CP, Discount Fire): Whenever you're more than 50% on fire, all of your perks, powers, and abilities are increased in potency by 10% after all other bonuses.

Petrification (300 CP, Discount Earth): You can petrify those who are significantly weaker than you, those who are exhausted, and those who are willing by covering them

completely in your earth. This fossilizes them, preserving them perfectly until you undo this effect. They will not age, perceive the passage of time, etc. You can do this to preserve food and inanimate objects, as well.

Polarity Restructure (400 CP, Discount Earth): Magnetism is just another facet of the earth. You can, as a result, shift the polarity of anything around you, magnetizing any metal, scaling with your powers in Earth Manipulation. With enough power and practice, you could generate electricity wholecloth, magnetize the iron in people's bodies (against all logic), reflect psychic abilities, and with hundreds of thousands of years of intense study (or being a literal comic-book genius...) you may even learn how to create wormholes capable of time travel with this.

Never the Same River Twice (100 CP, META, Discount Water): You may, at the start of each jump, decide to have the story and plot line guaranteed not to follow the same story in canon. Things will always happen to move things off the rails, pushing you into exciting and new territory. Things which happen as a result are more likely than not to fascinate you or provide you with entertainment.

Dancing In The Waves (300 CP, META, Discount Water): At the start of each jump, you may modify the setting such that the landmasses were flooded long ago, and all that is left is an island chain. People in this world are much more likely to be less advanced technologically and magically, are generally less dangerous, love to party, and enjoy their lives while sailing the grand seas searching for powerful lost technology and artifacts or just living a humble life on one of the small islands they call home. They live in the moment, with less villains and heroes and more adventurers and explorers looking for fun. You may optionally modify the start date of your jump to 500 years after the normal start time.

Fluid Beginning (400 CP, META, Discount Water): You have more control over your origin at the start of each jump. For any rolls in jumps, you may now roll twice and take the preferred option. Additionally, you may choose your relationship with any family and friends, your general fame or infamy, what you're known for most, and you may choose one named character of each world to be a family member or ancestor. You gain any racial or unique abilities that may be passed down from them, though with no knowledge on how to use it.

Liquidate Assets (400 CP, META, Discount Water): What a boon this is! Now you may, at any point, sacrifice your CP-backed abilities or items in order to receive ½ their value to use in your next jump. This is capped at sacrificing a maximum of 1000 CP worth of valuables in a single jump for 500 CP to use in the next. The amount you get back is based on the pre-discounted prices.

Whirlwind of Change (50 CP, META, Discount Wind): You may choose, at the start of each jump, whether you'd like to randomize the people and events in relation to the plot. New characters, new plans, new villains, all with the same canonical goals and vaguely similar desires as the original. They'll all have their own unique and original personalities, abilities, and traits, but they'll still stay on the general rails of canon unless you do something about it.

Windy World (100 CP, META, Discount Wind): Something happened long ago. A shattering, a cataclysm, an apocalypse. Whatever the cause, the world is no longer really a world, more a vast array of landmasses floating among an ocean of air. You may decide to toggle this on or off at the start of each jump, granting an appropriate backstory as to why the world is the way it is.

Origin Scour (200 CP, META, Discount Wind): Winds are strong, powerful, they scour the very land and reduce rock into rubble. Just as it reduces the material, you may use it to reduce the immaterial—that is, your very background. You may take any origin as if it was Drop-In. You will enter the jump without additional memories and no background, but still get the discounts for the origin you select.

Swift Switch (200 CP, META, Discount Wind): Select a second origin in any jump document. You don't gain additional discounts, but you may forego discounts on your main origin to gain discounts on this additional selected origin. You may only discount a perk of the same or less value as the perk you're foregoing the discount of.

Infernal Retribution (100 CP, META, Discount Fire): Perhaps you wish not to suffer alone? We might be able to share some pain, let me grant you the ability to share your drawbacks with others. Would you like to watch the world burn with you?

You may, at will, spread your jump and chain drawbacks to others through touch. These drawbacks cannot be removed from anyone they're affecting under any circumstances. Why stop at one scaling enemy drawback when there could be a hundred—nay, a thousand! One for every cretin who insulted your passion. Burn them all to the ground.

Emberborn Legacy (300 CP, META, Discount Fire): Are the fires not hot enough for you? I will throw you into the burning flames of Hell, then. Or rather, you would be happy to do so to yourself.

You may now keep any drawbacks from jumps you complete, take them to future jumps. These drawbacks will always affect you exactly as badly as they did in the original jump, even if they would normally not be compatible with the new jump. You only receive 50% of the CP the drawback would've given you, though, for the next jump and 75% less CP for every jump after that.

Is it worth it, Jumper?

Agony (300 CP, META, Discount Fire): You have chosen death. Or perhaps you believe yourself so unstoppable as to take this opportunity for more power? You find yourself with the ability to double the intensity of any drawback afflicting you, augmenting its difficulty and danger significantly. In return, you may take 50% more CP from the drawbacks. This CP cannot allow you to go over any CP caps introduced in a jump, nor can it exceed the total combined CP available from drawbacks within a jump.

Mountainous Ruins (100 CP, META, Discount Earth): The world is one full of mountains, hills, ruins, and caves to explore an adventure in. Every jump you go to, unless you choose not to, will be much more mountainous and full of adventure than previously. It will be quite popular to explore the new mountain chains, cave networks, and grand ruins for profit among adventurers of the world.

World Pillars (200 CP, META, Discount Earth): The world has become stable in a way that benefits you. Each jump, you may treat physics such that all of your non-flat-backed powers and items from previous jumps will work anyways, even if physics or metaphysics would directly or indirectly cause such things to fail. You no longer need to worry about the cool ray gun you got in the previous jump no longer performing as it should.

Earth's Bounty (300 CP, META, Discount Earth): The planet holds many resources, and now it will share such with you. Each jump you gain an additional +100 CP for items.

Divine Providence (400 CP, META, Discount Earth): The Earth wishes to give all it has, for it provides for everyone. Each jump you gain a 50% discount on a single item. If the item is already discounted, the item becomes free.

Natural Disaster (400 CP, Capstone Booster, Discount Water): You have become the cataclysm. You are the flood, the hurricane, the tsunami which annihilates civilization. All of your water-related abilities are enhanced by an entire magnitude in power, range, and versatility. Should you have the power to flood a city and rip skin from the flesh of people, you can now flood a province and tear the flesh straight from their bones. This also exponentially increases the speed in which you learn and improve new water-related techniques, and tangential things such as mana capacity, etc. if they're needed for water abilities. If you're an Elementalist, this applies to all trainable and elemental abilities you have.

Celestial Boreas (400 CP, Capstone Booster, Discount Wind): Your winds are an unstoppable force. Perhaps they cannot pierce the resistances of your foes, but nothing can stop your winds from tearing them from the ground and throwing it into your hurricane. Your force will displace even the indestructible, tearing such trivial items in half, so long as it doesn't specifically have resistance towards your winds and abilities. All wind you control

holds limitless momentum, only stopping should you will it to stop. You are the eye of the hurricane, and the land around you will be torn asunder.

Blinding Light (400 CP, Capstone Booster, Discount Fire): Your flames lick the heavens and burn the Gods. Immortality is useless against your fire abilities. Unless something specifically has immunity or resistance to your fire abilities, such as magic immunity to a fire magic attack or fire immunity to a fire physical attack, your fire will burn it. Healing is negated, immortal beings fall before it, and divinity is useless in countering it. This also acts as a capstone booster, enhancing the 600 CP Perks for each origin.

Forever Diamond (400 CP, Capstone Booster, Discount Earth): All earth you shape and create with your powers is unbreakable. It cannot be affected by reality warping, power from outside entities, nor can it be broken by any amount of force. The only way it can be moved is by another who can control and shape the earth, such as by a god of the Earth, or those specifically with Earth Resistance to move through it. No physical force, divinity, or power besides direct earth manipulation or resistance can move your structures.

Pyromancer

Mana Charge (100 CP): You can change fire into pure mana. The mana can be absorbed to restore your magic reserves, or dispersed so the fire is just gone. Absorbing the mana is very inefficient, and the process is imprecise making it poor for combat, but it can be used to stop a burning house or slowly augment your mana reserves.

Black Magic (200 CP): Your blood is flooded with mana. You can manipulate your own blood with magic instinctively by interacting with the mana in it. You can also light your blood on fire with will alone, your blood lights anything it touches on fire, and any blood added to your fire incantations, fire spells, and fire abilities increase their power immensely.

Magic-Piercing Incineration (400 CP): Your magical fire abilities pierce 100% enemy magic resistance and anti-magic barriers. Your fire spells can also safely be used in areas which prevent magic from being used.

Flametongue Paladin (600 CP): Your flames no longer only destroy, but they can heal, too. Your flames are akin to the flames of a phoenix, and by bathing yourself or your allies in fire you can heal and cleanse them of damage and disease. You're also able to confer your own fire resistance to anyone you're touching, and transfer any fire damage meant for someone else onto yourself so long as you're focusing on them. Your flames also gain a Holy element quality, dealing more damage to evil and chaotic creatures, beings of darkness, and the undead.

Phoenix Soul (Flametongue Paladin, Capstone Boosted): You are now a true Paladin. You can sanctify locations with your flames, purifying them of evil and darkness. You also gain access to the highest form of fire manipulation: the power to manipulate and create pure light, able to scour everything its brilliant rays touch from existence. In addition to these, anything you've purified with your flames, such as corpses, can be summoned as holy puppets with all of their abilities intact (though anything dead is still considered dead). Your ability to maneuver and utilize the abilities of the sanctified puppets is equivalent to your control and power in fire manipulation. Corpses and bodies affected by this ability are guaranteed a peaceful afterlife.

Geomancer

Earthen Leylines (100 CP): You've learned that the Earth is filled to the brim with untouched and untapped mana. So long as you're in contact with the ground, you're capable of using the mana of the Earth as a substitute to 50% of the cost of spells instead of your own internal reserves, cutting the cost of magic in half for you. This also applies to other forms of energy. If you still pay the full cost for the spell, the spell's potency is increased by 50%. Being on the ground floor of a building counts for the purposes of this perk, but being on a higher floor cancels its effect.

Fluidity (200 CP): The Earth is fluid, made up of wave upon wave of dust, sand, ground, soil, and rock. You understand how to treat the ground as a liquid, allowing all manipulation of earth to become significantly more fluid and precise. Your earthen spikes are much sharper, your sculptures are much smoother, and your earthen restraints are much more durable. You can also use this to your advantage to dive underneath the ground and swim under it like water.

The Pull of the Planet (400 CP): You are capable of changing the gravitational pull on any amount of earth you're manipulating. Create giant spikes which pull your foes towards them, an earthen ceiling only you can walk on, or even areas of intense gravity that hold your foes paralyzed.

Aspect of Timelessness (600 CP): Earth is timeless. Now your Earth manipulation abilities have taken on this aspect. Time bends around the earth you're controlling, slowing down when affecting those you wish it to slow down, and speeding up when affecting those you wish it to speed up.

Heaven and Earth (Aspect of Timelessness, Capstone Boosted): All under Heaven and Earth bow down to your supremacy. You're capable of stopping time for everything touching the earth besides yourself. You can only stop time for a moment, but with time you'll learn that you can stop time for even this perk, extending it with enough time and practice. Also, any duration perks and abilities do not deactivate so long as this perk's ability is in effect.

Mysticist

Ripple Effect (100 CP): Your control over water has granted you power over the very philosophy of the element. You may now have all of your actions and abilities ripple outwards with much greater effect than before, just as water ripples when affected by an outside force. Your strikes affect far more than what was struck, your assistance ripples out and causes much more widespread help, and your callous destruction will see many cities fall when you strike down the one you've targeted. You may turn this effect on and off.

River of Two Souls (200 CP): The river which flows within one, flows within all. You have a deep understanding of the interconnected nature of the universe and all within it. Whenever water you're manipulating comes in contact with another thing, you understand the very essence of that item or person, along with all supernatural effects related to them. You also get a view of their personality, their nature, and their place in the universe in comparison to everyone else's.

Beauty of the Self (400 CP): You understand yourself on such a deep level that you've unlocked your true potential. You understand all of your own limitations and strengths on an intuitive level, knowing exactly what you can and can't do with all of your water abilities. As such, you know how to push past those limitations and utilize all water-related powers in ways nobody would've ever thought possible. No kind of water will ever fight against your control, even the most turbulent waters or those controlled by a foe can resist you.

Timekeeper (600 CP): Your mastery of the metaphysical components of water has evolved. You can now control time itself to a small extent. Through meditation and careful application of your abilities, you find that you may cause any future actions you take to be instantaneous, as if you'd already completed them. Should you meditate on cleaning your house, the next time you clean your house it will already have been done. Should you meditate on beheading your arch-nemesis, you will find the next time you see your foe he will no longer have a head. You are only capable of doing this for actions which are physically possible for you to do, and the amount of meditation required scales linearly with the difficulty of the action (generally about the time it would normally take to perform the action should everything happen to go your way).

Chronologist (Timekeeper, Capstone Boosted): Time is a river, a flow which never truly ends. You've learned to control the ebbs and flows of the River of Chronos, moving time as if it were water. Slowing down and speeding up time, both for yourself and others, is just the beginning. With practice, you can cause your actions to affect the past or future, adding traps within time itself for your foes to trip, and eventually even move the hands of the clock back. Such a blatant feat of time travel, against the natural laws of the universe,

would take significant effort and thousands of years of study, though, nevermind what effects your actions may have on the timeline.

Bard

Sanctuary (100 CP): You are a sanctuary from those who wish to control you. You have become a bastion, impenetrable to the manipulations of others, invisible to Fate unless it is working for you and unknowable to any who attempt to puppet your strings. This manifests many ways, whether your foes simply don't understand you or you happen to always perform the action contrary to their expectations, or Fate and manipulators don't even consider you in their plans.

Etude of Essence (200 CP): You have gained the extraordinary ability to see the music played by the heart and soul. Within everyone there's a song, and you understand it, see it, and can manipulate it. Not only can you deeply understand the very essence of others, but you can play the instrument of themselves, puppeting them to a point by changing their character, causing them to perform out of character actions, modifying their emotions, and playing God with their egos. All music and sound is now considered wind-manipulation for you, too.

Chanter (400 CP): Reagents, chemicals, rituals, magic itself... it all costs something, and many times it costs something precious or impossible. No longer. Any costs, requirements, restrictions, reagents, even the energy costs for spells and abilities can be substituted with music and words. You would need to figure out and understand what music will do what, but you may pull the strings of reality in order to skip any requirements for any ability you have, simply say the words or sing the chords to replace those costs.

Symphony of Fate (600 CP): You have gained the power to hear the songs of Destiny. Listen to these melodies, for they are the sounds of prophecy, or fate, of the past and the future. The man who will one day be a hero, the child who will lose his family and become the villain, the music guiding their paths and the paths of all who interact with them, you can hear it all should you listen, and more importantly you can harmonize with this symphony of fate to solidify the fate as guaranteed, or sing in opposition such that the fate is no longer possible. Orchestrate grand melodies to shape the fate you wish to see, pulling at its strings and turning its symphony to your own ends.

Fantasia Immortale (Symphony of Fate, Capstone Boosted): The symphony of fate? No, that is too small, too fickle, too insignificant. You harmonize with the music of the world, reinforcing reality as it is, or singing in contradiction to the laws which govern the world and influencing great change. You can see how the world works, listen to its great orchestra, and act as a conductor to it. Sing effects into existence, sing the song of life, of change, of the skies and the ground, create structures with a chord, kill with a note, pull

the right strings and there is little you cannot do so long as you can properly build the counter melody to the world's song you wish to change.

Pyrokinetic

Psychic Evoker (100 CP): You are capable of conjuring flames from your mind without requiring any internal or external source of energy. You no longer require any mana, ki, chi, or other power source to create or use any fire or fire abilities. Using this perk greatly fatigues your mind, though, quickly requiring an increasingly large amount of willpower and endurance to stay conscious with continuous use.

Pyro-Telekinesis (200 CP): You are capable of solidifying your flames into solid constructs. They retain their properties as fire, but also act as walls and barriers. This is particularly useful for moving items around at a distance, and you will grow especially quickly in dexterity and precision when training this power for that purpose.

Astral Fire (400 CP): Your fire burns beyond that which the senses can detect. Your flames burn not only in the current dimension, but also in every other dimension, as well. Your fire scorches the spirit world as much as the material world, reaches into the psychic realm, and incinerates every variation and alternate version of anyone you incinerate in front of you.

Molecular Deconstruction (600 CP): You are capable of heating up elemental bonds between atoms, giving you the ability to dissolve those bonds and destroy the molecular structure of any normal matter. This takes a long time and requires significant concentration, though can be trained to be faster over time. This only works on material you understand the chemical composition of unless you have some way of seeing or sensing the bonds yourself.

Omnikinesis (Molecular Deconstruction, Capstone Boosted): Not only can you burn away the bonds holding molecules together, but you can also use your fire to sear them back together. Using this, you can create any molecular structure you understand, even creating new materials entirely with time and research. You have the key to alchemy, able to deconstruct and reconstruct constituent materials into any form and structure you properly understand. This starts out as a slow process, but with time and practice you can even weaponize this ability, turning your foes into statues and their attacks into mist.

Soothsayer

Law of Chaos (100 CP): Good and Evil, Law and Chaos. You gain one of the greatest powers of all—the wisdom to understand it all. You automatically know the alignment of anyone you look at, first of all. You also always know what you have to do in order to shift

others' alignments in the way you wish for them to be. You can't change personality—an asshole is still going to be an asshole—but you can make an asshole who only cares about themselves into an asshole who cares about others or the law.

Augury (200 CP): The future is not written in stone, but you can prune the branches to remove the futures you do not wish. This power allows you to bring up the 4 most likely futures of any action you plan to take. The most likely Good outcome, the most likely Evil outcome, the most likely Lawful outcome, and the most likely Chaotic outcome. You can cut any number of them away, making them no longer possible, forcing the universe to select another outcome from the possible outcomes available for the action.

Directionalism (400 CP): You have the supernatural ability to know when an action you're going to take will succeed in the way you want or not. Simply thinking of the action you're going to take, you will know if you will get the results you want from it, though you won't get any information beyond a "yes" or "no." If you have Augury, you can now choose one of the 4 futures to be the true future, making sure it comes to pass no matter what. The future is in your hands.

Soothspeaking (600 CP): The world is a wrathful place. You know how to bring peace to it. You are capable of manipulating not just Earth, but the concept of Calm, turning the world and nature around you peaceful. Natural disasters settle, animals calm down, dangerous plants and pests recede, and the natural world rests. You add calm to anything your earth manipulations touch, tearing away the control others have over such things.

If you have Augury, you now get the second most likely good and lawful results of actions. With Directionalism, you can now influence outcomes to benefit the majority.

Wrathbending (Soothspeaking, Capstone Boosted): To calm, one must understand how to bring wrath. Now you can bring true wrath upon the world around you. Your earth manipulation can now cause true rage and wrath within the world around you, making animals frenzy, the earth tremble, volcanos erupt, wildfires spread, floods and tornados, earthquakes, and other natural disasters of the world. Then you can manipulate such natural disasters towards your foes. You have the most control over earth-related disasters and wrathful nature, but so long as it's a natural disaster, you have some control over it as if it were the earth. Taken to its natural conclusion, you can cause the apocalypse and direct it straight at the person who pissed you off.

If you have Augury, you now get the second most likely evil and chaotic results of actions. With Directionalism, you can now influence outcomes to harm the majority or benefit only yourself.

Hydrokinetic

Candid Curses (100 CP): You can manipulate curses as though they were a physical body of water, moving and manipulating them easily. This not only allows you to tweak and modify them even after they've affected others, but allows you to transfer them between people, increase the affliction chance, and increase their potency.

Proliferate (200 CP): When you strike someone who is cursed, the curse spreads to all other foes nearby and worsens on the person struck. If the curse is a perk from this document, the curse stays on everyone affected this way until the original person is no longer wet.

Hexmaster (400 CP): The more curses you inflict upon your foes, the more damage they take from all sources. They take 50% additional damage per curse afflicted upon them and deal 10% less damage to you per curse, as well.

Deadly Mark (600 CP): Your curses placed on foes now give back for what you put in. Cursed foes lose 50% of their resistance to any ailments you attempt to inflict upon them and grant you health regeneration and supernatural energy regeneration equivalent to the damage you inflict.

Curse Mastery (Deadly Mark, Capstone Boosted): You can apply multiple curses through your water now, not just a single one. The effects of Deadly Mark do not stack, and you cannot inflict the same curse multiple times on the same individual with this perk alone.

Shaman

Third Eye (100 CP): You've attained a connection with the natural world such that you're capable of seeing spirits and the ghosts of the dead and interacting with them as if they were still alive.

Strength of Seasons (200 CP): You learned from nature, became part of nature, let your powers and your self flow through nature. You grew. Your wind has grown, allowing you to manipulate cycles as if they were wind. Certainly you'll have to learn how to use such a vague power, but with time you'll eventually learn to change the seasons, modify the cycle of day and night, and one day even disrupt the cycle of life and death.

Form the Formless (400 CP): You have the knowledge and skill to alter, augment, create, splice, and split souls. Use your winds to assist in crafting powerful weapons from your own soul, or alter your foe's soul so he has a natural inclination to like you, split a soul in half such that it becomes two people with half the capabilities of the original, and even create your own infant souls through your winds.

Mirror of the Soul (600 CP): A true understanding of the nature of the soul is reflected within you. Now, you have the ability to grant any organic thing a soul, whether your own creation of flesh or a creature without one, such as a god from beyond the edges of reality. You're also able to take away the soul of various people and living things, leaving their body alive but without any true life, simply going through the motions of their life without any real 'soul.' They become an NPC.

Nature of the Soul (Mirror of the Soul, Capstone Boosted): Truly a miracle of nature, you may grant anything a soul and, consequently, life. Any object, even any idea or concept, you're capable of granting true life. It will gain a form capable of movement, such as granting life to the concept of 'childhood' generating a child-like entity with abilities related to the concept. Granting life to a candle would find it likely growing limb-like attachments, and granting a soul to a tree would likely create a treant. The more well-known, the more pervasive, and the more powerful the original object, the more powerful their living form will be. If it was originally an object, it will be able to return to its object form. Anything you grant life to will have a personality, mannerisms, likes, and dislikes related to what they originally were, and they start with a neutral (if sometimes thankful for you giving them life) disposition towards you.

Pyrotechnician

Spark of Knowledge (100 CP): The more flames that are lit and around you, the faster you learn and the smarter you are. A single candle will have nearly zero effect, but a room overwhelmingly full of candles could double your learning speed. A blazing inferno covering every inch of the land around you would increase your intelligence and learning speed by 5x, calculated after all other learning and intelligence boosters.

Use Bomb (200 CP): All items which deal fire damage, produce fire, or are associated with fire are considered spells and supernatural abilities in addition to items for the purposes of perks and abilities. Additionally, plasma now counts as fire for the purposes of your abilities.

Smokestacks (400 CP): You understand the composition of your fire to such a fine degree that you're capable of altering it such that it produces substances which hypnotize and cast illusions on those who breathe them in. You can make the smoke associated with your fire-based abilities hallucinogenic, weave increasingly complex illusions over those who are in the vicinity from the heat, and you can modify ash to grant ash the same properties. You also gain knowledge on how to manipulate your flames to make them a beautiful spectacle to any who view them.

The Forge of Champions (600 CP): Your flames have properties which strengthen other things. When your flames are used in forging or creating items, those items are all

100% more effective in what they do, with any and all enchantments or augmentations included. Your weapons also deal an additional 50% fire damage, and other items have 50% more fire resistance.

The Forge of Gods (The Forge of Champions, Capstone Boosted): In addition to the effects of The Forge of Champions, you can now imbue your creations with the effects of any of the flame spells, psychic abilities, and pyrotechnic technology you can personally perform. This includes the effects of any and all of the perks from this document. The amount you can add to each item scales with how powerful the item would've been without them, with mundane items only able to accept one power and god-slaying items able to accept dozens.

Alchemist

Diamond In The Rough (100 CP): Every stone, every animal, and every plant has certain supernatural properties associated with it. Only a true alchemist can bring out their greatest power, but even a non-alchemist can interact with these items on a level beyond the corporeal. Not only is every future world guaranteed to follow these same rules, but you have the ability to pull forth the supernatural power of any earthly element in small amounts to brew unique potions and paultrices.

Essence Infusion (200 CP): You deeply understand the metaphysical properties of earth on an instinctual level. You understand that every rock, every mineral, every gemstone, each has its own unique properties beyond the physical. You can bring out that potential. One specific rock may simply become harder, a spire may become sharper, but some may hold potential for healing, some may hold potential for increasing luck, some may even have the potential for augmenting magic or even summoning animals for aid. You can sense these, and once you find some which have the potential you want, you can use them for crafting, or attacking, or even combining for more useful or exotic effects. You can even use this actively in combat, raising an earth attack and activating the metaphysical properties as it flies at an enemy.

Schrodinger's Alchemy (400 CP): You have become so skilled at drawing out the metaphysical properties of other things, that you've learned to modify them. Anything you draw out the metaphysical properties from, such as a stone whose properties heal, you can now modify within a range of possibilities. Your healing stone can be changed to become one of regeneration, such as changing a healing potion to a potion of regeneration, or with Essence Infusion to change a stone which heals upon drawing out its properties into one which regenerates when you do so.

Clayman (600 CP): You have achieved the pinnacle of creation. You can instill autonomy into anything you shape, granting it a form of non-sapient life while drawing out the properties of what you built the creature with and making them real based on your

vision. Making a tiger out of clay with the properties of fire would create a flesh-and-blood flaming tiger, for instance. Similarly, creating an angel from stone and plants, built with the properties of healing, and you would have a flesh-and-blood angel whose abilities are holy in nature and whose specialty is healing. The creatures you create cannot be stronger than your full ability in Earth Manipulation, and while they can act on their own, they have no sapience or soul unless you're capable of igniting their mind and soul with a spark of life. You aren't limited to the elements you can control with this, it depends solely on a combination of your vision and what you use to make it.

The Perfect Potion (Clayman, Capstone Boosted): All of your creations are spiritually and conceptually perfect. They may not be physically perfect, but that doesn't matter in the face of the conceptual weight your creations bring to bear. Choose one concept upon creating anything, such as Good, Evil, Chaotic, Fire, Water, Life, or something else... your item is now considered the perfect incarnation of this for any abilities related to that concept. A perfect incarnation of Earth would be affected by all Earth perks, powers, and abilities you have, for instance. A healing potion with the Incarnation of Life would be many times more potent than usual. Additionally, because the soul of your creations are perfect, they are capable of interacting with spirits and the spiritual realm without physically being there.

Biologist

Knowledge is Power (100 CP): The more knowledge you have on a particular subject, the more powerful you are. This applies in a literal sense now, in that the more you know about a particular subject, the more powerful all abilities related to that subject become. The power gain is in small increments, but over time and with vast knowledge, you can become many times more powerful even in only tangentially-related subjects. You also automatically gain "experience" in any subjects you know about and learn, as if you've been practicing it the entire time.

Stream of Consciousness (200 CP): The more technology and biological modification you have in, on and near you, the more powerful your water manipulation becomes and the faster you learn, up to 10x if your entire body is artificial, you're covered in technological or biological armor, and are within a laboratory setting.

Existential Engineering (400 CP): You are capable of creating item-versions of any water-related perk or ability you have, including anything in this document. These may cost significant resources to create, and extensive research to figure out, but the physics and metaphysics of each world will now allow the construction of technology which replicates or enhances any of your capabilities. For Elementarists, this expands to include any of your perks or abilities, even ones unrelated to an element.

Part of the Whole (600 CP): Any items you have, you're capable of easily and simply integrating them into yourself and others just by touching them with the intention of doing so. They get added to your body in some way, allowing you to access their abilities by using that part of your body. Adding a magical sword to your body may have it replace your arm or get added on one side of your arm, allowing you to use the power of the sword through that part of your arm. The process is seamless and is only as painful as you want it to be. You can choose for these changes to become alt-forms or only part of certain alt-forms.

Subsume (Part of the Whole, Capstone Boosted): Rather than integrating the item itself into your form, you're now able to choose whether you wish the item to become part of you or whether you want to simply absorb its abilities. Any magical, technological, or other item you have can simply have its ability become part of you. Stealth technology would become a stealth field around you, while a magical sword would allow you to turn your nails into magical claws temporarily and use its magical effects at any point. The item is destroyed in the process of integrating it with yourself.

Steamwright

Dressed and Impressed (100 CP): How odd. They say the clothes make the man, but you take this very literally. Based on how you dress, you find different crafting skills increasing in potency. Dressing in a classy steampunk-esque outfit sees all steampunk technology you build several times more effective. Dressing as a cyberpunk android would see similar growth in your cyberpunk technology. This even increases your research speed, learning capabilities, and understanding of such technology. What will you wear, and where will you go?

Steam-Powered Enlightenment (200 CP): Whenever you view any ability or piece of unknown technology, you'll find your mind suddenly filled with the basic principles of how that ability or technology works, translated over to simple concepts attainable through steam and cogs. You won't understand the technology or ability itself, simply the basics of what's happening. Just enough to dip your toes in the water and build your very own steampunk Time Machine. You also have a knack for creating steampunk-technology versions of your own perks and powers.

Steam-Pressed (400 CP): You are a master of pressure manipulation, able to control the pressure of all of your winds to a hair-trigger. Your perfect control over the pressure of your winds extends to other aspects, granting you perfect control with anything even slightly related to wind, allowing you to perform extremely impressive feats such as control all of your steam-powered creations with nothing but your mind and an ounce of magic, or compressing your wind into a powerful cutting laser at nearly no cost. If you are an Elementalist, this affects every single one of your powers and abilities.

Cog in the Machine (600 CP): You are the cog in everyone's machine. Organizations, foes, allies, they all believe you and your technology to be the Deus ex Machina they require for their plans to succeed. Whether your allies are convinced your creations are the perfect tools of prophecy to bring down the demon lord, or the demon lord believes your constructs are the only thing keeping itself alive, you'll find yourself getting preferential treatment and protection from all sides for your crafts and your foes, even those who hate you, are unlikely to go for the kill. Your technological prowess can be known and believed in across the jump, too, if you'd like, even if you have no skill in construction of any kind.

Unstoppable Steamworks (Cog in the Machine, Capstone Boosted): The universe acknowledges your (potentially nonexistent) skill in the art of creation. It has decided you're a requirement for its own existence, and as such it will guide you in your construction such that you may survive the future. No matter the circumstances, you'll find yourself getting knowledge on what you will need in the future to increase the chances of your survival and the success of your allies. Should you be facing a demon lord in the future, you'll know what technology would be most effective against it and have a feeling that you'll need that item, even if you don't know that you'll be facing it. You'll even get flashes of insight to bridge any knowledge gap you have preventing you from creating the item, though this won't help if you know next to nothing about the construction process as a whole or don't have the materials to create it. This will additionally grant you insight into where to find materials and items for construction (or weapons and accessories to skip the construction) should you need that, as well.

Ashen Beast

The Ash Falls Like Snow (100 CP): Your physiology has changed. You being constructed entirely from ash now should make that obvious. You retain all aspects of what you were before despite being an ash construct now, and yet you also gain the benefits of being such an ash construct.

Infernal (200 CP): Within you, your rage burns. It burns so hot and so great that the embers fleck at your skin, cresting your ashen facade, setting alight any which may be unfortunate enough to come too close. These embers, these sparks, they fly across you and flicker like an aura around your body. Truly, you are a being born of embers.

An aura of disintegrating flame surrounds you at about 30 meters, generated from the sparks flying from your body. Any biological lifeform, and many non-biological items which enter this aura, so long as you keep it active, burn away near-instantly from its intense heat. You may turn this aura on and off at-will, but it will automatically activate if you're in danger and you would've wished for it to be active had you known of the situation. This aura of flame takes absolutely no energy to keep active or toggle on and off, it is simply a manifestation of your inner flame.

You will enjoy knowing that this perk also empowers any other form of aura ability you have, making them twice as effective at no extra cost.

Ashbringer (400 CP): You can convert any flames you control directly into an equivalent amount of ash and control it with incredible precision and grace. Great for using as a smokescreen or escaping under its dark cover. The ash produced by your powers and abilities is supernaturally dark, obscuring even supernatural attempts to see through it. You're still capable of seeing through it.

If you have the perk "The Ash Falls Like Snow," you may add this ash to your body to heal yourself or take on more gargantuan and varied forms. You can also apply this ash to create dense armor on your body, weapons, and other features.

Ignition (600 CP): You're capable of igniting any ash around you, lighting anything it's touching on fire. Fires started through this perk burn significantly hotter and still count as ash for the purpose of any perks. This also reapplies the effect of Blind XVI with a 100% chance of blinding, the effects of Ashen Warrior are doubled such that foes' fire defenses are reduced to -100%, the effects of Immobilize completely constrict the foe for a moment, and anyone who sees this ignition is blinded by the light for a period of time.

During this period, lighting yourself on fire if you have "The Ash Falls Like Snow" will generate an aura which inflicts all the status ailments of the items you're holding on all foes surrounding you. If you have Infernal, it increases the radius of the perk Infernal proportional to the heat of your flames.

Incineration (Ignition, Capstone Boosted): Everything's on fire. Your ash is so hot it causes droughts miles away. You no longer need fire at all, your ash can be manipulated as if it is fire and you can generate ash at-will. The ash is so hot, coating a fire-proof blade in it would allow you to completely incinerate a person with a single papercut. Not only is your ash deceptively powerful and deadly, but for an assassin such as yourself, it's subtle and the very opposite of flashy. By default, your ash is always twice as hot as any fire you're able to create, but cannot spread without your assistance, as it's ash and not a crawling flame.

Bloodletter

Splash (100 CP): Blood holds many minerals of the Earth. You've learned to harness this, and the cells of life themselves, as your weapon. Any blood which exists outside of the body, you can now treat as earth for the purposes of your earth manipulation. Of particular interest, blood which sticks to your body hardens into a mesh armor, increasing all defense against all damage except fire or water, up to 5x your normal defenses.

Exsanguinate (200 CP): Blood originated from the earth, and you have learned the ways of harvesting it. Every one of your earth and physical strikes on an opponent, magic or otherwise, causes substantial bleeding, much more than normal. With enough hits, even relatively small ones, you can bleed your opponent dry. Even beings without blood will bleed from this, such as spiritual entities or gods.

Color of Blood (400 CP): The more blood your opponent has, the more damage your earth attacks deal. If an opponent hasn't been touched, your earth attacks deal 2x damage against them, while an opponent with nearly no blood left in their veins will take normal damage. Because you've become so great at making others bleed, you've learned to see the cracks in others' defenses. No defense is perfect against you, there will always be one weakness, and you can sense through the Earth the cracks in it.

Bleeding Blade (600 CP): You're now able to control any blood within your body, open and close wounds on your body with a thought, and if you can get your hands on an open wound on your opponent, you can treat their blood as if it's your own. Your blood linking you and your foe counts as "your hands." Additionally, whenever you draw a significant amount of blood from anyone, including yourself, you gain an absolutely massive increase in all damage for a couple minutes. Your damage and power is increased many, many times over, and this stacks with itself for each time you drain yourself or others. The amount of blood removed must be about 1/10 their total blood, about a pint for a human-sized being, for the damage boost to occur.

A Cut Above (Bleeding Blade, Capstone Boosted): You are able to change any non-physical damage and elemental damage to become a physical, non-elemental attack. This affects both incoming and outgoing attacks. A fireball becomes a physical strike on your body, just as your conjured flames or lightning would become the same on your foes. Earth perks and augments now affect physical damage, as well. Blood counts as both physical damage and earth damage, and is affected as if it's both for the purposes of everything in this document, and can now stack if something affects both physical and earth damage.

Cultist of the Deep Ones

Language of the Insane (100 CP): You are capable of communicating clearly to any being, even those whose minds cannot comprehend your language such as the insane or the eldritch. You are also now considered 'insane' at all times, even if you're not, and cannot be affected by any abilities which are the result of modified viewpoints or psychological states.

A Mind Within Madness (200 CP): The more insane you are, or the more your mindset differs from the rest of sapient life on your current planet, the more powerful you

become in all ways. Your magic, your physical attributes, even your resistance to all manner of damage, it'll all increase dramatically up to double their current capabilities.

Abyssal Conduit (400 CP): Your very existence draws out the monstrous and unknowable. With this perk, you will continually find eldritch and monstrous creatures willing to make insane pacts with you for power. Even in settings which should not have these beings, they will come to you from beyond reality. Most don't have your best interests at heart, but you find you'll always get the better side of the deal, and unlike a normal human you can break any binding contracts you make without trouble or repercussion, forcing any eldritch influence you dislike out of you for good.

Eldritch Knowledge (600 CP): You are capable of understanding any kind of knowledge, even if it should not be able to be understood, and replicate that knowledge and utilize it should you wish to. No longer do you need to rely on the bargains of those you worship to gain power, either, as now you're capable of understanding and utilizing their powers simply by having a taste of it, whether through seeing and understanding it or by making a short contract with an eldritch monstrosity. You are immune to insanity and mental damage or degradation, as well.

The Unknowable (Eldritch Knowledge, Capstone Boosted): You have become so capable of understanding eldritch and unknowable knowledge that you can now teach it to others. Anything you know and are capable of can be taught to another, though they don't have the same mental resistances you may have. This includes the ability to teach any of your powers and perks to others, and they will somehow be able to train their meager mana or other supernatural energy to eventually be able to replicate your own incredible feats. You could even teach others how to use the eldritch abilities of the gods you worship.

Windwalker

Steps (100 CP): To live is to move, and to move is to live. As one who has become attuned so closely to the skies, you find yourself capable of moving as the wind does, through air itself. Anywhere there is air or wind, you are capable of stepping through it and becoming one with it, instantly disappearing and stepping any distance away where wind or air exists. Each step brings you to new lands, new environments, new places to live and new places to thrive.

Sights Unseen (200 CP): You're capable of manipulating the wind in unnatural yet natural ways to hide yourself and your presence. Whether you coat yourself in wind to become invisible, hide your magic or energies from detection, inject your energies into the sky to prevent scrying or clairvoyance, and more.

Lateral Movement (400 CP): Like the wind, you move. You have become so intimately familiar with movement that your whole body has merged with the rhythm of motion, an elegant dance, harmonizing with the currents of the world and rippling through space. You have unparalleled agility and dexterity, able to traverse any terrain, evading obstacles with supernatural grace, even using your control over movement to fly or defy gravity, and perhaps control all forms of motion such that you may move the world around you or lock your foes in place. You are the master of motion, one day you may even crack the code of how to move not only in space, but in time, as well.

The World In My Back Pocket (600 CP): Or, at least, that's what this will feel like. The winds carry you information from around the world. Knowledge, insights, understanding, teachings... The wind shares all. Information about the surroundings, secrets whispered between hidden ears, attacks and assassinations, your enemies' plans. There is little you couldn't find out so long as you open your ears and listen to the world around you.

Labyrinth to Victory (The World in My Back Pocket, Capstone Boosted): You are truly blessed by the wind. You may allow the wind to guide your actions, moving you towards better outcomes. You may not always understand the outcomes, and you may not have all the information, but the wind will push you towards situations and provide you with answers to problems which will inevitably raise you to greatness and see the obstacles in your path crumble. Be warned, though, as the wind does not care about others, it only cares about its favored wanderer. The solutions it provides and the successes it will lay at your lap may find those you did not consider and those you care for laid low by your own actions. Keep wary, for sometimes the correct path may be to contradict the wind should you not wish to be a lone wanderer.

Dancer

Dancer's Intuition (100 CP): You can learn to understand the flame within yourself, but now you can see the flames within others just as well. Every person has a flame within, a flame of passion, and you have incredible insight into these flames, able to see them as clearly as their physical forms. The flames of passion do not lie, allowing you to always know not only the true nature of anyone you look at, but also know when their flame flickers from lies or burns with confidence.

Grasping Tendrils (200 CP): You understand passion, passion is your power. You have learned to manipulate the passion within others directly. You can interact with passion as if it were a physical object, both your own and others', allowing you to ignite it, cool it, mold it, and steal it. Igniting passion makes all emotions more intense while cooling or squashing passion will dampen or remove emotions. Molding it lets you change the emotions into something else, such as taking rage and shaping it into worship. Stealing it

from someone makes them lose their mind. The more passionate someone is, or the more willpower they have, the more difficult it is to do this.

If you have “Dancer’s Intuition,” you can manipulate passion at a distance, and it is much easier. Otherwise, you must touch the target to shape their passion.

Dreams in Flame (400 CP): Passion is a state of mind, so what better way to control and manipulate passion than directly through the mind? You can control Dreams with your fire manipulation. Putting others to sleep through your flames and entering their dreams is the simplest use of this, but you can easily learn to change the state of their dream world, harm them through their dreams, and eventually even pull things out of their dreams or your own dreams into the physical, waking world.

Burning Passion (600 CP): May your passion set you free. You have the ability to collect your passion and turn it directly into power. By being passionate about something, whether a person, a hobby, or any other activity, you will constantly siphon off some of your own passion and store it, proportional to how much passion you feel. This passion not only can be used to fuel abilities as if it were the energy required to use that ability, but the more passion you’re storing at a time, the faster you progress, learn, and grow. Your charisma also grows proportionally to the amount of passion stored, making you more easily understand others and getting supernatural intuition on how to handle people and situations. Lastly, you can expend a significant amount of passion (perhaps 10 years’ worth of passionate activities for an average person) to resurrect yourself or prevent a chain-fail should such an instance occur.

Flames Within (Burning Passion, Capstone Boosted): Your passion is phenomenal. It burns as a true flame within you, empowering you. You grow your internal reserves of passion at twice the speed as Burning Passion, and the light of the flame burning within you allows you to infuse your passion into all of your fire abilities, empowering them proportionally to how much passion you sacrifice to them. Stocking passion grants you such insight that it pierces time itself, allowing you to view the future the more passion you have saved within you, with greater clarity and knowledge on various timelines the more you have. You find it much easier to be passionate about things, as well, making it easier to generate excess passion.

Earthshaker

Wisdom of the Planet (100 CP): The Earth guides you in decisions. By taking the time to listen to the planet, through meditation or something else, you will find yourself making greater and more far reaching decisions and understanding how the future is likely to play out. Open yourself to the world, and it will open up to you.

Mysteries Beyond Mortal Ken (200 CP): By listening to the earth, you will find yourself connecting to universal truths. Most will be useless or mildly interesting, but occasionally you will connect to a truth which changes how you will look at life, or show you how to perform a technique beyond what should be possible for any but yourself.

As Strong As Steel (400 CP): So long as your feet are firmly planted on rock or dirt, your strength, endurance, and physical damage resistance are increased tenfold. You also become immovable from that spot no matter the circumstances. Your Earth abilities increase the slower you move, up to 2 times greater. Being on the ground floor of a building or on a street counts for this perk, but being any higher will cancel this perk's effect.

Flawless in Form (600 CP): Your skills have become so flawless that your allies subconsciously mimic them. All allies fighting beside you are capable of using any of your perks, powers, and abilities related to the Earth should you allow them, including everything within this jump document. They gain these abilities only for the duration of the fight, and you cannot use the perks and abilities while others are using them.

Beyond the Peak (Flawless in Form, Capstone Boosted): You are capable of granting any of your earth-related perks, powers, and abilities to others for any duration. You can grant any perk to as many people as you want, for as long as you'd like. You cannot use a perk or power so long as another person has access to it from this, but any number of others can use it.

Herbalist

Corrosion (100 CP): Water is known for its ability to wear away at anything it touches, crumbling structures and destroying all it touches with time. Your water takes on this effect at its extreme, as now it rapidly corrodes and degrades all inorganic matter it touches should you wish it.

Flows Downstream (200 CP): you have a habit of finding the things you need in and around water. Whether hidden treasure, lost relics, or vital resources, you'll find that navigating the waters will draw you straight to them. You have what you need in hand, what will you do with it?

Fusion (400 CP): You are capable of combining any two items. Combined items may also be combined. You are incapable of un-fusing these items, but they will retain all benefits and abilities of all combined items, with similar effects offering diminishing returns ($\frac{3}{4}$ the effect for each stacked similar ability). Combine different poisons to build a more powerful effect, or fuse all of your healing herbs into a panacea that heals the recently dead.

Acidity (600 CP): You're capable of controlling the chemical properties of water, transforming it into any poisons, acids, and toxins you've encountered before with ease. You can also manipulate any toxins and acids as if they were pure water, bending them to your will. Nobody will be able to stand in your way, and those who try will find themselves meeting a sudden end.

Beyond the Bending (Acidity, Capstone Boosted): All liquids and semi-liquids (such as lava) now count as water for your water-related perks, and can be controlled by your water manipulation. You're also able to modify the phase of these, modifying them into solids and gasses, all of which you can control as if they continued being water.

Fengshen

Expanded Mind (100 CP): Through rigorous study, dedication, and cultivation, you have achieved a great feat: you have learned the perfect technique for meditation. All meditation, introspection, and abilities related to such are increased in potency by an entire magnitude. Should you know a technique that grants immortality through meditation, you are now capable of near-invulnerability through meditation. Should you increase your strength by another man's in magnitude through meditation, you now have another 5 men's strength through the same introspection and communion with the world.

To Be The Strongest (200 CP): Those who use Qi, whether a Cultivator or a God, are known to have few limits to their power. You, too, find that there is no upper limit to what you may achieve so long as you put the effort in. Not only can you continually improve, but the rate in which you improve scales directly with how much you meditate, how many life experiences you've had, and how well you know and understand yourself. This has diminishing returns the stronger you are, but given the effort and the right amount of wisdom, you can become strong indeed.

Lofty Strength (400 CP): A natural practitioner of the arts of life would find themselves able to augment their bodies with Qi, strengthening themselves naturally over time as their own energy becomes greater. You, too, are able to do this, using any of your internal energies to increase any of your physical capabilities by channeling it through your body for permanent increases. Channel magic into your muscles to increase your strength, or into your legs to increase your speed, or your organs to increase your resilience, and even your skin to augment your defenses.

Cultivation (600 CP): Qi has the intrinsic attribute that it strengthens alongside your wisdom and over time spent in meditation. No longer is this specific only to Qi, as you will soon find all of your power strengthened this same way. Every internal energy reservoir, from magic to psychic energy, will naturally become more dense, more concentrated, and more powerful over time without losing any precision. Your powers and abilities utilizing

these energies are strengthened in turn, and require less energy in comparison to before. Meditation, self-reflection, and gained wisdom speed up this process significantly.

Pinnacle Practitioner (Cultivation, Capstone Boosted): just as you may strengthen your internal energies, you may imbue them with your very nature. By meditating on a concept, whether fire or life or something stranger, you may imbue these concepts into your internal reservoirs of energy. The more you meditate on them, the stronger the connection becomes. A weak connection to fire would see every one of your spells scorch your foes, while a strong connection to life would see even your hottest flames resurrect the long dead and forgotten (and probably burn them to death again...). If you have the perk *Lofty Strength*, you may even do this for your physical capabilities as well, adding the concept of strength to your strikes, and adding the concept of life to your own body. This perk only allows you to create connections with vaguely wind-related concepts such as freedom, flight, storms, etc. unless you have the *Elementalist* origin.

Promethean

The Beginning (100 CP): Your flames are such that they no longer burn, but rather they draw out the potential in everything around you. But wreathing items or allies, or even yourself in your fire, you can improve them. They gain small and incremental improvements to their structure, materials, mechanics, design, etc. as they slowly grow closer to perfection. The more knowledge and crafting perks and abilities you have, the faster this process is and the more your crafting perks influence the direction these improvements go in. It's even faster if done in a place of creation. You can toggle this on and off at-will.

The End (200 CP): What begins, must come to an end. Every heart must return to whence it came. You hold power over endings, able to bring to an end anything you've witnessed the beginning of. Crush a mage's spell as it's released, destroy a rogue god you built yourself, sever the lifeforce of a child you witnessed be born, and remove from history the revolution you wrought should it spiral out of control. You must have been in the presence of what was created when it was created to use this.

As a bonus, you are capable of eliminating the soul of anything you kill personally using this, preventing others from entering any form of afterlife should such a thing exist.

Anthems of Creation (400 CP): Music permeates the world; a song is a pure act of creation. You can now use your song to enhance anything that you are in the presence of when it 'begins.' By performing a pure act of creation by singing a song, you influence the aspects related to what is created. Singing of flames while forging a sword would create a sword of fire, while singing of strength when witnessing the birth of a child would allow that child to grow strong and healthy. Singing of destruction when igniting a flame would create

a wildfire, and singing of passion when creating a connection with another would inspire love.

The Beginning enhances these effects, while The End would allow you to immediately revoke these effects at will. Unless you have The Elementalist origin, you are limited to singing of fire and ideas related to such (such as passion, strength, destruction, connection, emotion, and rage).

Living Embodiment (600 CP): Your body has been cleansed in the flames of creation. Your physical and mental capabilities are raised to the peak of whatever race or species you're part of and then some. Everything about you has been made more efficient, as well. Your body constantly evolves as it encounters new stimuli, taking in new concepts as you encounter them to make itself better. Encountering species with unique biological organs might integrate similar structures into yourself should it be beneficial, while getting burned would allow your body to secrete a flame-retardant chemical when fire is nearby. The evolution is fairly quick, enough that you can adapt after a couple minutes even in a fight. You are now also biologically immortal. You can revert any changes you don't like, or influence the form these changes take.

True Promethean (Living Embodiment, Capstone Boosted): The sun has blessed you, the origin of the sustainment of life and the flame of the greatest vitality. Your body has evolved to substitute solar energy and radiation in the place of food should you desire, and all of your powers and abilities can use the sunlight to empower them and replace part of their energy costs. More importantly, you can now create and control nuclear radiation as if it were fire, and use that radiation to rapidly evolve yourself or others as if through a combination of Living Embodiment and The Beginning (Should you have that perk). Not only that, but you can also easily change the progress of Living Embodiment to devolve others should you wish, removing adaptations on them and weakening them rapidly.

Bring the light of creation and evolution to the world, and save them from their mortal chains.

Jinn

Marid (100 CP): The Marid is a powerful Jinn whose strength is greater than all others and whose wishes are truly unpredictable and exact steep prices. You find all of your physical and magical capabilities increased significantly, firstly, but more importantly you gain the ability to grant completely unpredictable wishes for both yourself and others. By saying a word or phrase, you can create a change in the world related to that word or phrase. Such a change will usually be more beneficial to you or the recipient of the wish than harmful, but the price may still be steep.

Ifrit (200 CP): The Ifrit is a Jinn of trickery and malevolence, known for granting wishes in the worst way possible. The first part of this perk grants you a near-supernatural ability to lie. The second part is to grant wishes to yourself or others in the worst possible interpretation.

Should you wish to be the most beautiful person in the world, it would kill everybody more beautiful than you. Should you wish for your enemies to be dead, it would turn them into undead ghosts who are even more powerful than before. A wish to be famous would make you famous for a horrible crime that would ruin your life. This is the ultimate Monkey's Paw, but should your enemies ever say the phrase "I Wish" in your presence, you can make their lives a living Hell.

Ghoul (400 CP): A ghoul is a Jinn of the darkness. You gain 4 forms you can take, each of which count as an alt-form:

1. Human – Your human form is enhanced. If it wasn't already beautiful, it becomes beautiful and alluring. If you don't have a human form, you gain one. Its jaw is especially strong, and filled with sharp teeth designed to devour human flesh and bones.
2. Wolf – You gain a wolf form. It's especially good at hunting and tracking, and while in this form you are nearly undetectable to anyone else. Perfect for following your prey and killing them once they're alone.
3. Zombie – You gain a zombie form. It's grotesque, but has incredible strength, twice the strength of your strongest alt-form. It can easily grab and hold down its dinner while it tries to escape.
4. Mist – You take the form of an amorphous ball of shadow with writhing tentacles. You can only be harmed by supernatural forces in this form. It's perfectly shaped to surround your desert and devour it without giving it a chance to escape.

You also gain the ability to grant wishes to yourself or others in the fastest and most literal way possible in a realistic fashion, as the Ghoul Jinn is known for. A wish for wealth would grant wealth in the fastest way possible, most likely with robbers discarding their stolen money near you which can cause legal trouble. A wish for prestige would see the nearest important politician kill himself near you, giving you the prestige of killing someone's political opponent. These wishes won't necessarily lead to bad situations, but the fastest and most literal interpretations of wishes will often have serious consequences.

Jann (600 CP): You hold the abilities of a nature spirit, able to bless others with good luck. Nature also favors you, animals will come to your defense, and plants grow healthily in your presence.

Jann Jinn are most known for their benevolent wishes with an emphasis on hard work and ethics. You are capable of granting yourself or others wishes, but they're wishes you have to work for. A wish for financial success would require you to put in the effort to be successful in order to gain the wish. A wish for love would bring the person you're most compatible with into your vicinity, but you still must find them and put in the effort to romance them and they would likely only love you back if you learn to love yourself. A wish for protection or healing would have you find a therapist who lives in a good neighborhood who's willing to let you stay at their apartment for a bit while helping you learn to take care of yourself.

You will get your wishes, but you will have to earn them.

Jinni (Jann, Capstone Boosted): The Jinni, or Genie, the ultimate wish-granter. You are capable of granting yourself or others wishes of great power. Anything that is possible within the Jump you're in, or anything possible by yourself at your current level of power given time and resources, is possible to enact on the world. Anything not specified in your wish will turn out at least neutral, if not somewhat positive, while the items actually specified in your wish will come true in some form within the previous limitations.

Mirror Demon

Water Demon Physiology (100 CP): Your body has taken on the characteristics of a mirror demon. Your body becomes as hard as glass, and you may literally turn your body to glass as necessary, even fragmenting parts of it off and adding it back on. Your body counts as an item for the purposes of any perk or ability which affects items, you count as unholy and demonic whenever it best suits your situation, and your body counts as a mirror and may reflect anything you choose to reflect upon your skin.

Liquid Glass (200 CP): You have learned to utilize the currents of refraction. Mirrors, reflections, and glass are but water under your might. Not only can you control glass as if it were water, you can convert any reflective surface including water into glass and manipulate it. You can also affect people and items through their reflections, teleport through reflective surfaces, and duplicate items once by taking their reflections out of mirrors.

Refracting Kaleidoscope (400 CP): You are the reflection which others see themselves in, the reflection of their true selves. You are capable of shapeshifting into anything you lay eyes on, gaining all innate abilities of the being you've transformed into, though scaled to your own power level. You have an internal repository of beings you've copied which you may transform into. These are not considered alt-forms, and you must turn into them to use their abilities. If you transform into an inanimate object, you will have a camouflaged mouth filled with razor-sharp teeth for all your mimic needs.

Reflected Universe (600 CP): The universe has been reflected, an entire existence beside the original. This is a land which has taken inspiration from the normal jump's universe, but decided to twist it around in odd ways. In some ways, it'll be the same, but the land will be inconsistent, the locations will be a little off, deserts may inexplicably be tundras while forests will inexplicably be savanas. The people may be the same, some may have different personalities, some may have completely different abilities or their powers may have a new interpretation. You can enter this land from any mirror, and observe the normal world unseen from within here. You can also gather intelligence from the individuals here, as they may know more about their alternate selves on the other side of the looking glass than you'd expect. You cannot take anything out of this land with you.

The Looking Glass (Reflected Universe, Capstone Boosted): You can bring items and people from the Reflected Universe out into the real world. From allies you've forged alliances with, to powerful items you may have found littered about such as an Excalibur of Fire, to the very dirt beneath your feet as you corrupt the normal world with the Mirror Dimension and spread its influence around the normal world. You can control the Mirror Dimension, too, warping reality as if it were water within the confines of that land. You cannot create anything more powerful than yourself with this.

Wraith

Thirteen (100 CP): Bad luck, it's something difficult to avoid, but now you don't have to. Whenever you receive bad luck, for any reason, your good luck will be increased by twice the intensity of the bad luck and you will always be compensated disproportionately for the bad luck you suffer. Karma will swing the pendulum your way, with treasure and rewards and good fortune attached to the end. This perk also allows you to grant yourself bad luck at a level of your choice in order to force the effects of this perk, and turn the bad luck back off whenever you desire. You may also grant any bad luck you receive to also affect anyone else you wish, so long as you've been near them in the last 24 hours.

Specter (200 CP): Your attunement with the winds of death has had odd interactions with your body. You now count as a ghost, spirit, undead, and dead for the purposes of any positive benefits related to such a status, while being treated as completely human (or whatever race you are) even if you actually are undead. You also get an undead alt-form of your choice which gains significant resistance to piercing and cutting physical attacks as well as immunity to psychic abilities.

Barred From Death (400 CP): You are incapable of causing your own death, even through bad luck. You will always return from such circumstances, only permanently dying from a foe's death strike. You may toggle this on or off, if you truly wish to permanently die for some reason. If you have the perk Thirteen, perhaps you'd grant yourself deadly bad luck and allow only your foe to suffer the consequences?

Uncaring World (600 CP): Death is a fact of life, and it is your calling to assert this fact of life on all who stand before you. As the arbiter of Death, all of the winds you control hold the very concept of death within them. As such, you may perform any number of feats related to death such as destroy spirits, push souls from bodies, turn bodies to dust, raise bodies as puppets to do your bidding with their original abilities, and most importantly you may send those who cannot die to their eternal rest, bypassing all forms of immortality and supernatural healing. You are the destiny of all life.

The Truth of Despair (Uncaring World, Capstone Boosted): Death is the ultimate truth, and with such an intimate relationship with such a truth, you have learned to manipulate the various truths of the world itself. Through your wind, you may shift the truths which make up the world, performing conceptual feats such as removing the very truth of death such that death may not claim another life. Perhaps the truth of gravity offends you, you're capable of removing such a truth and causing the planet to repel everyone instead. You set the rules now, but these rules affect the entire planet over, and you cannot specify individuals in these new laws of reality such as making yourself divine specifically, you would have to make the entire planet divine and everyone within it.

The Pyre

The Cold Candleflame (100 CP): You are capable of making all of your fire abilities non-elemental at any point you desire, causing them to bypass fire resistance completely, as well as deal full damage without any heat at all, now having a matter-erasure effect of equal potency. You can also give any of your other perks, abilities, and magic a fire aesthetic.

Fire Eater (200 CP): You can eat fire to restore all forms of energy you have, as well as physical energy and endurance. You can also devour the flames of any of your foes' attacks, even should the attack be larger than yourself, so long as you can sense it and have time to open your mouth. You may also choose to instead redirect the flames back at your foes at several times the original potency immediately after devouring them. If you have The Cold Candleflame, you're capable of cycling the flame back into yourself multiple times, increasing the potency exponentially, though this takes some time.

Hellfire (400 CP): Any fire, fire-like, and non-elemental energy abilities you can use can be imbued with corruptive effects. You can add a sleep effect to put your foes to sleep, poison effect to poison them with various poisons and venoms, a zombie effect to make those your attacks hit count as zombies and undead for the purposes of other effects, or a corruption effect to make your targets slowly change over time to become more like you want them to be. These attacks and abilities can also now directly target the very soul of those you use them on.

Pact of Pyre (600 CP): You're now connected to an omnipresent eldritch god of fire and ash. It empowers you, granting you 100% more power to all of your fire abilities. In addition to this, your fire now counts as eldritch, optionally burning away the sanity of all who see it besides yourself. The Pyre now counts as a God for the purposes of any abilities you have which require a God or Worship to use, and all religion-related, divine-related, and charisma powers and perks are empowered by 100% so long as you are near a large source of fire. This god cares for you (insofar as an eldritch god can care) and will occasionally intervene to assist you in unexpected (and sometimes unwanted) ways. It also likes giving you (probably extremely dangerous and deadly) gifts to reward you for... some reason. If you don't want a questionably evil god following you through your adventures, you may instead gain these benefits without anything joining you on your chain.

The Blasphemous (Pact of Pyre, Capstone Boosted): You have subsumed the power of the god who stood above you. Perhaps you are not a god yet, but you hold much greater power over the fabric of reality. Not only are all of your reality warping abilities increased in range and effectiveness, but they've become a natural fact of the universe. All of your reality-warping abilities cannot be overwritten by other forms of reality warping. Additionally, your reality warping always takes precedence over other reality warping abilities, overwriting any other changes in reality. You can choose to (somehow) still have this God-like being follow you as an additional (or replacement) benefactor.

Spirit Caller

Pact of Nature (100 CP): You're capable of using all of your earth spells and abilities through other mediums you're connected to, such as through your summons or familiars.

Spiritual Gate (200 CP): Your Earth abilities interact with the Spiritual plane. You can pull beings out of the Spiritual Realm and send others into the Spiritual Realm. You're also able to act as a gateway between the physical world and the Spiritual Realm. Anything you put into the Spiritual Realm and anything you bring out is considered an extension of you for the purposes of any perks or abilities, even if they're unwilling.

One With Life (400 CP): Nature loves you, and you love it. You commune with nature and have learned the secrets of the Earth and how it flows through all life. All non-sapient living things such as plants and animals now count as earth, stone, or gems for the purposes of any of your perks, powers, or abilities. You can control plantlife, making it thrive or using vines to wrap your foes up and enhancing their strength and durability. You can reshape animals, increasing their size and enhancing their attributes, and if you have Spiritual Gate, you can even contract with them, taking some of their attributes and strengths for yourself.

Godstruck (600 CP): All of your earth powers and abilities, and all the earth powers and abilities of your summons and other extensions of yourself, are considered Divine. They gain protection from non-divine beings, making them only able to be affected by divine beings or reality warping, and are considered natural to any abilities or entities which care about unnatural or supernatural phenomena. As a divine ability, your Earth abilities can affect indestructible objects, being able to manipulate and destroy any non-living material that's not divine in origin.

Divine Blessing (Godstruck, Capstone Boosted): you are now considered divine. Specifically, to anything that looks, you are an Earth Divine. You gain immunity to reality warping, and a 50% resistance to all non-divine abilities used against you. Because you're an Earth Divine, your very body now counts as both stone and the ground for anything that matters, and you can shape your own body as you desire as if it were Earth.

Primordial

One With Water (100 CP): You are water, in its most purest form. You can turn yourself into water and manipulate any part of yourself through water manipulation. While in this form, you cannot die unless the majority of the water making up your form is evaporated or destroyed, and you can heal from this by entering any body of water for a sufficient period of time and infusing yourself into it.

First and Forever (200 CP): You were here first. You saw the secrets of this world, as civilizations rose and fell. You have the ability to understand the secrets of creation with a glance. Things such as the existence of an afterlife, how to modify the structure of magic, the metaphysical principles that make up the universe, the origin of life and when the end of reality will come... these ideas just start springing to your mind as you start studying any of the phenomena, becoming fiat-backed parts of your chain afterwards. Most importantly, you have an unreasonable ability to exploit these concepts and knowledge for your own benefit, whether that's devising a way to bar your soul from the afterlife so you cannot die or learning to punch holes in reality to teleport.

Everywhere and Anywhere (400 CP): Water is everywhere and in everything where life exists. Now you are, too. You have a limited omniscience and omnipotence when it comes to water, being able to control it in organic beings to puppet them, crush them, and sense the surroundings nearby any large enough body of water and nearby organic life. You must learn how to utilize this power, and it will take many years, but once you have the skill and knowledge you could change the very structure of humans, force evolution, shapeshifting others, tear them apart, sense all life in the galaxy, and have total control over the world's life.

The Origin (600 CP): You no longer only utilize the power of a primordial, you now are the primordial. You are considered a natural part of the planet and the origin of all water.

While this naturally makes you much stronger in all manners of water manipulation, and makes water unable to be manipulated in ways you disapprove of except by those stronger than you, it also makes you unable to be killed unless all water in your starting world each jump is removed. You are the origin, and you will continue to exist until the end.

The Absolute (The Origin, Capstone Boosted): You are the conceptual absolute incarnation of water as an idea, existing through all water as if all water was you, a part of your body. Others may be able to manipulate your body, but it's your body and you can fight back with other parts of yourself. Any perks which affect you now affect all water, as you are that water. Additionally, each jump where you start as a non-human race, you may choose to be the origin of that race, the very first, with all abilities, reputation, and power associated with being the first one and living as an immortal.

Aetherborn

Double Meaning (100 CP): Aether has so many meanings, so many interpretations. Just as aether may expand to become much, you may do so, as well. Each jump, you may select however many origins as you wish, fusing together their backstories in a manner that makes sense. You still may only discount the normal amount of perk lines you would normally be allowed, but your background is open to your interpretation.

Light of the Heavens (200 CP): Aether, the God of Light. Much like Aether has multiple interpretations, multiple facets, so, too, do you. Not only are you able to manipulate the wind, but you may now also manipulate light itself as if it were the wind you were manipulating. Whether you call down light from the Heavens to smite your foes or you coat your other abilities in holy light to cast away the darkness, the light will always be by your side.

Aethereal (400 CP): The Aether has filled you, replacing you piece by piece, until all that remains is Aether in your shape. Your body counts as Divine, as a result, and you can freely shape your body with your wind manipulation, changing your shape to anything you can imagine so long as the size doesn't become too much larger or smaller. Because your body is pure Aether, you may ignore all drawbacks of any form you take such as a weakness to silver in a werewolf form or a weakness to sunlight as a vampire.

Divine Right (600 CP): The incarnation of gods' breath, your wind abilities now hold true divinity. This does not increase the strength of your wind abilities, but instead, you are capable of granting the air around you the effect of strengthening everyone who breathes it and exists in it, blessing entire areas and lands such that the people become simply greater. You may control the level of power the air grants, up to the very godhood which the Gods above hold, whose very presence generates cataclysmic natural disasters which reshape the planet and whose mere presence drives mortals' minds insane. It takes time

for this perk to affect others, and it would take centuries to create a new pantheon of true gods from a city.

Divine Might (Capstone Boosted): Godhood is the least you may share through your wind. Now, you find yourself able to share everything about yourself, from your perks to your powers to your very own soul and personality, infecting all who live in the lands you infest with your divine air with the aspects you desire. Anyone you turn into a copy of yourself counts as another you for the purposes of chain failure, and will count as the 'original' you should you die, allowing you to continue your chain as if you were them all along.

Elementalist

Conversion (100 CP, 50 CP Fire): You are capable of converting any of your powers and abilities to instead use fire. Punching something? Convert the physical damage to fire. You can freeze enemies? You can now just cover them in fire. Throw an energy beam? The energy beam now is just a beam of raging hot flaming plasma.

Progenesis (100 CP, 50 CP Earth): Earth is the beginning of everything, as without Earth, nothing else would exist. You are capable of converting Earth into fire, water, or air, and manipulate those three other elements as if they were earth so long as it was created with this perk. All of your perks affecting earth continue to affect the elements you transform the earth into as if they were still earth, and don't gain the benefits of perks related to the element you transform the earth into. You can convert them back but not into other elements. You are simply changing the form of the earth, not the metaphysical properties.

Cursed Water (100 CP, 50 CP Water): Your water clings heavy and unnaturally to your foes, slowing them down and wearing away at their energy and motivation. If you're an Elementalist, your fire becomes difficult to put out and sticks to your enemies, your earth finds rubble clinging to and slicing up your foes, and your wind pulls the oxygen out of the air and leaves your enemies gasping for breath.

Transference (100 CP, 50 CP Wind): You have learned a powerful skill: transference. You are capable of moving energy, no matter the form, from one place to another. Whether you use this to take the energy of a foe and pull it into yourself to augment your own reserves, or move your own energy into others, take the magic from one artifact and grant those effects to another artifact, or simply take enchantments from armor and apply them to yourself, you'll find no limit to how useful this ability is with the right creativity.

Golem Summoner (200 CP, 150 CP Fire): You can summon flame golems. Flame golems augment the fire abilities of nearby allies and yourself for each one you summon. You can summon 3 at a time to start with, and can summon more with significant practice.

They're loyal to you, but they don't actually do much damage, themselves. They make great shields, though, and have very significant defense and high health (at least twice your own vitality). The golems' size is variable based on how much energy you have, plus how small you'd like them. A fairly powerful mage or psychic can make them about twice the size of a human. Their form is based on what you're thinking of when you create it, but must be mostly made of fire and stone.

Cycling (200 CP, 150 CP Earth): Whenever you use an elemental ability, the power, speed, accuracy, area of effect, and precision of abilities and powers associated with a different element are augmented by 200%. Changing the earth's form with Progenesis counts towards the effects of this perk.

Gnarled Earth (200 CP, 150 CP Water): You've found yourself in an unwitting pact with an earth god of shadows. You may not be a Spirit Caller, and this god doesn't even seem to truly exist, but its very possibility has affected your water abilities. Your water can now "entomb" those unfortunate enough to be forced deep underwater, imprisoning them in a deep sleep where they will be unable to escape regardless of their power. Each entombment you perform has specific requirements for the being to regain their freedom.

Conversion (200 CP, 150 CP Wind): The next powerful skill in your toolkit is conversion. You're able to convert any form of energy into any other form of energy that you properly understand. Whether you convert the kinetic energy from your punches into plasma, or convert magic into psychic power, you'll quickly

Intensity 10 (400 CP, 300 CP Fire): You can take each of the primary elements you can control and increase their intensity to the point they gain new properties. Fire becomes invisible, water becomes acidic, earth allows you to change magnetism and shift gravity, and air becomes impossibly sharp.

Loose Interpretation (400 CP, 300 CP Earth): For any ability which affects something, the interpretation is now much looser. Should you be able to manipulate the earth, you can now manipulate sand, dust, metal, and even lava. Manipulating water will also allow you to control water vapor, blood, ice, and living cells. Manipulating fire would allow you to control smoke, ash, ice, temperature, and electricity. Manipulating air would allow you to control lightning, weather, pressure, and gaseous substances. Similarly, perks which affect one thing will now affect similar things, so long as they're loosely related. If you're not an Elementalist, this perk only affects Earth and related substances, as well as non-elemental and non-typed perks such as ones which affect humans would now affect near-humans.

Eerie Wind (400 CP, 300 CP Water): Your water abilities have gained a connection to the divine power of Aether and can sever spiritual connections. Your water, and as an Elementalist your wind, fire, and earth, can cut the connection a soul has to the body. You can use this to explore the world as just a soul before returning to your own body, or to

remove the souls of others from their body and wash them away, leaving the body without a host until the soul returns for it. You can also use this to wash away magical contracts and enchantments, wash away mana, move spells, and more.

Solidification (400 CP, 300 CP Wind): A truly impressive art, the art of solidification. You are now able to interact with any form of natural energy, such as kinetic energy, magic, psychic energy, nuclear energy, and more as if it was solid. Whether you use this to more effectively tear the magic circuits from others, shove psychic powers into allies, physically rewrite magic systems through brute force, or even craft weapons out of pure light, there will be plenty of opportunities to exploit the systems around you.

Sorcerer (600 CP, 500 CP Fire): Your ability to control the elements has improved to the point that you're not just limited to the primary Fire, Water, Earth, and Air. You can now control Metal, Electricity, Ice, Blood, Gemstones, plasma, steam, and Plantlife with half the proficiency of your primary elements. If you are not an elemental, you only gain access to the fire-related elements steam, plasma, and metal. In addition, you're able to combine different elements to create secondary elements, and even tertiary elements should you have the elemental capabilities. All secondary and tertiary elements gain the effects of all perks of their components, and are additively powerful based on the power and control you have of all components.

Superior (Sorcerer, Capstone Boosted): Your fire-related powers and abilities are improved by your mastery of other elements. You've become so skilled with water, earth, and wind that you can now treat fire as any of them. All fire-related powers and abilities are now affected by all water, earth, and wind perks you have at 50% effectiveness. Also, any effect that would lessen the effect of other perks, powers, or abilities is removed, including the Elementalist's 50% reduction in effectiveness from all perks in this document and other Element Series documents, allowing them to gain the full effect of all of these perks for all 4 primary elements.

Breaking Boundaries (600 CP, 500 CP Earth): the lines between elements have blurred. One falls into the other falls into yet another. You can apply perks which affect the elements of fire, water, and air to your power over Earth without changing its elemental typing or form. You can only apply one element's effects to Earth at a time, allowing Earth to act as if it's either fire, water, or air, but never multiple at once. It is still earth in every way.

The Border of Ascension (Breaking Boundaries, Capstone Boosted): Your earth abilities have taken on the properties of fire, water, and wind to the fullest extent. Your Earth attacks burn foes and cover them in ash, soak enemies and deteriorate their equipment, and cut and disorient them. Similarly, every Earth perk and augmentation you have now affects Fire, Water, and Wind abilities you have access to, treating them as if they were earth.

Black Flame (600 CP, 500 CP Water): Your water has been influenced by the eldritch power pure essential Fire. As such, it can interact with concepts. Your water can strike the very essence of an item or person, damaging not only their body but their very origin. Damage to the origin of something cannot be healed and cannot be undone by any means, even time travel, unless the healing effect is also conceptual in origin. Even if the physical wounds heal, the conceptual bleed from the origin can just as well kill your enemies and eradicate their very thought from existence. As an Elementalist, your other elements gain this same effect.

Element of Chaos (Black Flame, Capstone Boosted): Your connection to the conceptual essence of Fire has deepened. You are capable of using your water to wash away individual conceptual properties of items and people. Wash away the concept of “open” from a door, and it will become unable to be opened.

Energy Mastery (600 CP, 500 CP Wind): The true golden opportunity, the philosopher’s stone, infinite energy generation. Whether magic, psychic energy, or other natural forces, you are capable of generating it ex-nihilo from nothing and in as great quantities as you wish. Bring Hell on Earth by pulling limitless thermal energy into existence. Grant magical powers to everyone by seeping gargantuan amounts of magic into the atmosphere. This ability doesn’t allow you to control any of the energy you create, only create it.

Cosmic Nexus (Energy Mastery, Capstone Boosted): Why end with natural energies? No, instead of only being able to create natural energies such as magic and kinetic energy, you are now able to generate limitless quantities of metaphorical energies, as well. Generate love from nothing, or souls, or pure thought. With Solidification, you’re able to interact with any of these metaphorical energies as if they were solid, as well. Craft a sword out of generated rage, tear the light of individuality from a person, or crush a thought.

Items

You gain an additional +400 CP for use in the Items section only. Steamwright, Pyrotechnician, Biologist, and Alchemist gain +800 CP to use here instead.

Infinite matches (Free): You have a box of matches. It never empties. If the box is destroyed, it will appear in your warehouse within an hour.

Bag of Rocks (Free): A bag of rocks. For some reason, any earth abilities and alchemy performed with the rocks from this bag are more potent than usual, but only a bit.

Refreshing Water (Free): You have a water bottle with infinite fresh water.

Instrument (Free): Music brings out the soul, it fills our lives in every way. You have an instrument of your choice. This instrument is indestructible and actually makes an effective bludgeoning weapon. Does not come with the skill to play it.

Kites and Balloons (Free): You ever want your very own collection of kites and balloons? Well here you go! In every shape and color, you find yourself with a limitless collection of kites and balloons. You can pull these out from behind you or where someone isn't looking at any time. A truly creative individual could likely weaponize this in terrifying ways.

Bottles of Fire (50 CP, Free Fire): You have a bag filled with Molotov cocktails. They never run out. If the bag is destroyed, it reappears in your warehouse within an hour.

Bag of Ash (50 CP, Free Fire): A small sack which contains limitless ash. What use could it possibly have?

Perfumer's Bottle (50 CP, Free Fire): Tis a bottle of perfume. After spraying it on yourself, everyone around you becomes more susceptible to your manipulations.

Bonfire (50 CP, Free Fire): A small fire to warm you in hard times. Sitting by it slowly heals you and makes you stronger bit by bit. You find one of these whenever you're ready for one and no sooner.

Spiked Armor (50 CP, Free Earth): This armor deals as much damage as is dealt to it, back at the one dealing the damage. All reflected damage is considered non-physical earth damage.

The Crystal Whip-Sword (50 CP, Free Earth): This is a whip-sword specifically attuned to your alchemy and earth manipulation. Using your unique skills, you're capable of controlling the sharpness of this weapon as well as its rigidness, changing it from a sharp whip to a blunt whip, a sword to a powerful stick. You can manipulate it finely with your abilities.

Comfortable Clothes (50 CP, Free Water): A few sets of clothes. They're very comfortable and have water symbolism all over them.

Meditation Chamber (50 CP, Free Water): You're the proud owner of a meditation chamber. You can have this attached to your warehouse or added onto any property you own. While meditating here, you'll find answers to your questions more easily, as if this room was feeding you the answers you seek.

Hydrating Pitcher of Water (50 CP, Free Water): A bottle of water not enough for you? Now you have this massive pitcher which can fill up any nearby glasses and containers with incredibly fresh, incredibly delicious and hydrating water instantly.

Pirate Ship (50 CP, Free Water): A full-sized pirate ship all your own! You can even optionally have the Jolly Roger a massive middle finger to screw with your enemies (or those government pigs). This ship can never be sunk or damaged. Fuck the police!

Magical Instrument (50 CP, Free Wind): You have not only an instrument, but a magical instrument capable of minor effects. Select a narrowly useful and small scale effect, such as changing a color or shooting a 5 foot sonic blast, perhaps even changing your clothes or levitating nearby small items and manipulating them. When you play this instrument with the intent to use its effect, you'll find the effect activating and doing what you want with it.

Wanderer's Cloak (50 CP, Free Wind): A comfortable cloak. This cloak keeps you at a nice temperature no matter where you are and repels water and other discomforts. It's in the style you'd like, though a ratty brown cloak is standard.

Unlucky Dice (50 CP, Free Wind): These dice are perfectly weighted to regularly give you low rolls. Any time you roll these dice and get low rolls, it counts as bad luck for the purposes of anything you have which deals with bad luck. Cursed with bad luck? Roll these dice 1000 times to circumvent it. Need to generate bad luck for your abilities? Roll these dice until you've generated enough.

Enchanted Sword (50 CP, Free Wind): You want a magical sword? Here's a magical sword. This sword is enchanted with the wind, increasing its cutting power and extending its blade beyond the visible end of the blade.

Little Book of Rules (50 CP, Free Wind): You have a small black book which holds immutable truths. These are the laws of the universe you're in which cannot be changed without true reality warping or the ability to modify the laws of the universe.

Elegant Suit (50 CP, Free Wind): Go out in style with this wardrobe of fancy clothing straight from Victorian England and the Industrial Revolution. Never look out of place at your local historical convention ever again!

Wind Tunnel (50 CP, Free Wind): There is a series of massive wind tunnels connecting important plot locations across the world. You're capable of very easily traveling these through a flight ability or a flying form of transportation without danger, arriving in your destination many times faster than usual and always safely. Nobody can attack you while traveling one of these, and nobody particularly cares if you're going

through them, always considering you to be the owner of that airspace. Perfect for trading and selling your wares with whatever rich protagonist is looting monsters this time.

Highwind (50/100/200 CP, Discount Wind): What is this? Your very own **Pirate Airship!** For 50 CP, this is a small personal vessel which can hold a small crew to man the various parts. For 100 CP you have a true ship, large and strong, coming with a personal crew of 150 capable air sailors. For 200 CP, your ship is a veritable fortress, built from the finest and most efficient technology and techniques, fit with 500 sailors, fighters, and servants under your command. Sail the high winds with your own Highwind.

Through the Fire and Flames (100 CP, Discount Fire): This guitar is fire. You can play this guitar with incredible proficiency, enhancing all music-related abilities and perks you have. Explosions are much more potent while holding this instrument, pyrotechnics are much grander, and you always look like a complete badass with it. Hitting others with this deals entirely fire damage and zero physical damage.

Flight of Fancy (100 CP, Discount Fire): A stage for you to perform on. This is a grand theater of great quality owned by you. It draws great crowds to view its performances, and most notably it has a special spot for its owner to create a grand show for all to enjoy. Notably, should there ever be a fight within this location, all of your enemies find themselves as weak as a peak human should they be greater, and all foes would find themselves tiring more quickly and more easily influenced by their emotions.

Ordinance (100 CP, Discount Fire): You have a bomb. This is a big bomb. For the purposes of any perks or abilities, this bomb counts as both a spell as well as an item. It is as large as a person, though you can carry it as if it was weightless, and it creates an explosion whose damage and radius scales with your magic ability.

Poisoner's Bottle (100 CP, Discount Fire): Tis a bottle of... perfume??? You can spray yourself with this. It makes you temporarily immune to poison and also causes all targets within a few feet to become poisoned.

Goblet of the Fire Drinker (100 CP, Discount Fire): This drinking goblet can catch water, lightning, earth, and air elemental attacks and will convert them to flame. It cannot catch fire attacks. By holding the opening of this goblet towards the attack, the attack will be funneled into it and converted to liquid fire. The glass can hold an unlimited amount of liquid fire, but it can only absorb attacks. Makes a surprisingly effective elemental shield.

Light My Fire (100 CP, Discount Fire): There's nothing quite like a magical scroll to cause mass destruction with... I only wish it didn't light me on fire to use it! This is a scroll which you can ignite with a flex of willpower. When you ignite it, it ignites you, covering you completely in fire. This fire does noticeable damage to you, but nothing extreme. It burns extra hot on anything you touch while ignited, though. You get another scroll whenever you use up one, located wherever you need it to be.

Stick of Boom (100 CP, Discount Fire): This is a wooden staff. If you kill anything while holding this with a fire-related weapon, spell, or attack, the dead enemy will explode in a massive explosion, causing damage to everything around it except you.

Amulet of Burning Heart (100 CP, Discount Fire): This amulet enhances all psychic abilities somewhat, and enhances all fire-related psychic abilities significantly, allowing psychic fire abilities to strike with 50% more intensity and strain the mind much less. This amulet also enhances willpower and gives the wearer the courage and strength of character to stand up just a bit stronger for what he believes in.

Druid's Domain (100 CP, Discount Earth): This land is especially rich in fertile, mana-infused, metaphysically-enhanced soil. Anything grown here is guaranteed to grow healthily so long as it has a source of water, and it will always have net-positive and potent affinities and supernatural properties which can be drawn out and used in alchemy for substantial benefits. You can import any of your properties onto this as you'd like, increasing its size for each one.

Dousing Glasses (100 CP, Discount Earth): These glasses, when worn, not only enhance your vision. They enhance your analytical prowess and your perception of the world around you. You find yourself picking out the weak-points of your foes, almost as if they're being highlighted just for you, and you find that enemies' feints and hidden attacks just don't make it by your sight. Never be unprepared without these wonder-glasses!

Temple (100 CP, Discount Earth): You're the proud owner of a divine temple. From here, all precognitive powers are heightened and you find it much easier to communicate with divine beings. People will pay you (donate) to hear what the gods are gossiping about this time.

Cosplay Wardrobe (100 CP, Discount Water): An entire wardrobe of all your favorite characters from fiction. Perfect for if you had some method of looking like them and wanted the clothes to match. Also great for conventions.

Beautiful Beach (100 CP, Discount Water): A beautiful beachfront. Any of your properties you'd like will now have a guaranteed beachfront upon import, whether it's at the edge of a lake, a river, or the ocean. Perfect for parties and relaxation. Comes with one beach house in case you don't have a property yet.

Magic Mirror (100 CP, Discount Water): A mirror of questionable use, as it doesn't actually reflect you. All reflection-based powers are augmented when used through this mirror somewhat, but its main capability is showing you visions of what you want most. Given enough time, you may be able to use this mirror to find that which you desire and

claim it for yourself, or you could drive your enemies insane by dangling their desires in front of them and leaving them wanting.

Enchanted Lake (100 CP, Discount Water): An enchanted lake, said to be a portal to a hidden realm of the fae. Should you purchase this, you'll find that supernatural beings occasionally surface from this lake, bearing gifts of a magical nature for your use. These may be weapons, food and wine, odd trinkets, or perhaps artifacts of various powers. Usually they'll be weak, but occasionally you'll be gifted an item equivalent to the powerful Excalibur. The most powerful items such as Excalibur are such that you might not even get one in a hundred years, perhaps even a thousand, though.

Seaside Forest (100 CP, Discount Water): This forest is filled to the brim with exotic herbs and plants, many of which even hold magical power within them. When used for crafting healing salves, poisons, or anything else, the effects generated from these creations are much more potent than usual and sometimes even gain additional properties. There's a sea off the side of this forest, too, granting a nice view if nothing else.

Beginner's Book of Curses (100 CP, Discount Water): A book of curses for beginners. These are hexes and rituals which inhibit those you inflict them upon, potentially for eternity even. Whether psychic, magic, or something stranger, you will find sections of this book dedicated to teaching you the basics of creating, modifying, and breaking curses.

Submerged City (100 CP, Discount Water): You have an underwater city, like Atlantis. It's filled with treasure and technology far ahead of the times. This updates each jump to include local future-tech, resources, and treasure, and the treasure all restocks every year for future expeditions.

Average Village (100 CP, Discount Water): This village is normal. Nothing is out of place. The people smile all the time, with mouths full of too many teeth, sitting by the infernal seaside. They sit in holy worship of the normal creatures that exist outside of comprehension. They carve their eyes out like any normal human would, and gain insights into the void between realities. Within this place, monstrosities descend regularly to gift their worshippers great boons and contracts in return for a presence on the planet. And you are now the mayor, wielding ultimate power over the people here and the waters which surround them.

Locker of Lost Souls (100 CP, Discount Water):

Something-something-tentacles-something. This is a locker which, when opened, is much larger on the inside than the outside. It's essentially an eternally expanding walk-in-closet filled with everything the poor souls who died at sea had with them. From pirates to slaves, and even the imperial navy, you'll find the personal belongings of anyone who's died at sea within this locker. Good luck finding anything specific, though.

Soul in a Bottle (100 CP, Discount Wind): Within this clear glass bottle is a regenerating stock of souls, perfect for any use you need them for. They're not truly alive unless you insert them into a body or construct, so you don't have to worry about any moral or ethical quandaries from this.

Death Scythe (100 CP, Discount Wind): Ah yes, the classic farming instrument of death. You have a large scythe which channels death-related energies easily and augments them. This scythe also ignores any form of immortality, killing anything that otherwise wouldn't be able to be killed for some reason.

Staff of Stealth (100 CP, Discount Wind): The staff to stealth them all! You have a staff which allows you to cast spells and use abilities silently while holding it. Additionally, all stealth-related abilities you have and cast are increased by an order of magnitude with this staff, as well.

Protection from Wind (100 CP, Discount Wind): You have an amulet. While wearing this amulet, you have the passive ability 'protection of the wind god,' making it so wind cannot move you from your place or affect your movement in any way. You are like a boulder in a light breeze, wind can chip away at you, but it will not push you.

Hermes' Flying Shoes (100 CP, Discount Wind): The shoes which can be seen around the world... maybe. These shoes allow you to fly, but not only that, they allow you to fly *fast*. You're capable of flying at 100 times your fastest land speed with these and suffer no negative downsides or damage as a result.

Grand Theatre (100 CP, Discount Wind): You have a massive cathedral-like theater in your ownership. It's quite well known and provides a wide variety of plays, concerts, and other performances when you aren't using it for yourself. All of your music and performance related abilities and perks are boosted vastly here, granting increased duration, effect, and range of them. Play your heart out and send the masses into a euphoric frenzy.

One-Time Portal (100 CP, Discount Wind): You have found yourself in possession of a steam-punk portal. You may place it down anywhere you'd like and have it connect anywhere in the galaxy. You could use this to just get away from the world should it become too much for you. Once placed and a destination chosen, the portal is permanent even if the technology is broken.

Ring of the Pyro-Maniac (200 CP, Discount Fire): This ring sets your fire resistance to 0, and fire damage cannot be mitigated by any means by you including by armor or magic. All of your fire attacks are increased in potency by 500%, pierce all defenses of your enemies, and cannot be healed from.

Enchanted Flamberge (200 CP, Discount Fire): A sword in the style of your choice, enchanted to drink in fire. It absorbs all fire near it, empowering it temporarily, and can ignite itself in flames. All fire abilities channeled through it will increase the power of the sword. It also can't melt from heat.

Paladin's Bottle (200 CP, Discount Fire): This can't be perfume... can it? When you spray yourself with this, you temporarily become immune to damage. You also move much more slowly and become as heavy as a car.

Funeral Home (200 CP, Discount Fire): This funeral home has cremation chambers in the basement. People have a habit of choosing this funeral home over others, and occasionally especially powerful and potent individuals who've died will find their way through here. Any corpse brought in here gets duplicated, and each corpse can only be duplicated once. Duplicated corpses cannot be duplicated. Perfect if you want some extra bodies for some reason, or to resurrect someone as a zombie while still having a body for the funeral.

Fire Conversion Armor (200 CP, Discount Fire): This armor is enchanted to convert 75% of all damage you receive to fire damage.

Actual Burning Heart (200 CP, Discount Fire): The heart of a fire dragon. It continues to pump blood despite being completely removed. Bathing in this blood grants biological immortality, stopping the aging process, along with some other benefits. Whoever bathes in the blood gains slightly enhanced healing, stronger willpower, the ability to breathe fire, somewhat hardened scale-like skin, enhanced mana capacity, and immunity from being boiled or burned from the inside out.

Fire Giant's Crown (200 CP, Discount Fire): A crown of great repute. So long as you're wearing this, you count as being on fire at all times without the negative effects associated with such. Additionally, all physical attacks you perform with your body count as fire attacks for the purposes of all perks and abilities you have.

Miniature Sun (200 CP, Discount Fire): The sun, but fun-sized. You can summon it at-will, and direct nuclear radiation from it in any direction. If you had some way to manipulate radiation, it becomes much more powerful. Also augments fire-related abilities when it's nearby, can fry electronics, and slowly strengthens your body by removing imperfections while it's nearby.

Sword In The Stone (200 CP, Discount Earth): This sword has a giant rock attached to the tip of the blade. Did you just dig up the rock holding King Arthur's Sword of Kings and decide to swing it around like a hammer??? The sword itself is holy, augments holy attacks, and is especially powerful against demons. As long as you're holding this

sword-hammer, all earth attacks are considered holy in nature, and the ground within a 10 meter radius is sanctified, damaging any evil individuals in that area. You cannot remove the stone.

Castle of the King (200 CP, Discount Earth): A great king once ruled this castle and its surrounding lands. Now, this castle has come into your family's control. It's abandoned, but anyone on these lands when you move to another jump will follow you. This castle is imported into an empty plot of land near your starting location, with all documents of ownership showing you as the sole proprietor. Within the lands of this castle are advanced forges and specialized alchemical equipment, fully stocked with precious gemstones for crafting both supernatural potions as well as incredible weapons and armor.

Alchemical Stash (200 CP, Discount Earth): You have a massive, never-ending collection of alchemical silver, alchemical gold, and alchemical crystal. These materials not only enhance all crafts you make with them, but they transfer supernatural qualities easily and completely, allowing you to fuse any of your own abilities into anything you create with them. They conduct supernatural forces very well, allowing anyone passing supernatural energy through them to empower them in various ways depending on the source and desired outcome, such as crafting a flaming sword by infusing them with fire-natured mana.

Derelict Graveyard (200 CP, Discount Earth): This graveyard is cursed, a land of desecrated corpses and cracked graves. All of the valuables have already been looted, and even those buried beneath have stirred in their eternal rest from being in such a horrid place. You can feel the stale, heavy air here. It's an evil place. All earth manipulation which occurs here is considered dark and evil, and you can take a handful of dirt from this place and keep it on you in order to make all of your earth-related powers and abilities noticeably twisted and evil in nature. By dropping a handful of dirt somewhere from this location, you will curse the land to unrest, leaving it barren of crops and holding a dark and foreboding air about it. The graveyard imports into the nearest uninhabited location each jump.

Mines of Solomon (200 CP, Discount Earth): These mines are filled with rare earth metals, alchemical materials, and precious gemstones which are predisposed to earth magics and abilities. Anything mined from here is much more powerful when using earth magic with them, their alchemical qualities are exceptional, and you're capable of storing your earth-related powers into these for use later easily and simply.

Wishing Lamp (200 CP, Discount Earth): This is a golden oil lamp, but you hold the ability to enter it at-will. Within is a luxurious apartment which you can take with you anywhere and everywhere. While inside this lamp, all wish-granting abilities are enhanced significantly in scope and power.

Sword From the Lady In the Lake (200 CP, Discount Water): A sword of sacred water, this blade shines with a holy light. While this sword is on your person, all of your wounds rapidly heal and evil is dispelled with but a wave of this sword. Not only does this weapon hold great power, but it acts to defend you, assisting in combat to deflect any attacks coming your way. This sword can even deflect energy attacks, though accurately returning such attacks may take significant skill and effort. In addition to its protective attributes, its blade is also sharp enough to cut through anything that's not indestructible.

Water God's Trident (200 CP, Discount Water): A trident of great power, this item exudes a fantastic power. Should you allow this power to wash over yourself, you'll find that all water-based abilities no longer cost anything, let alone your attention, as water bends entirely to your will without any need for input, let alone magical energy or willpower. And, should you turn your attention towards actively controlling the water around yourself, expending your normal energy while wielding this trident, the water will churn with such force that it tears nearly anything in its path apart, tripling or quadrupling the power of your water-based abilities.

A Shiny Shield (200 CP, Discount Water): This may or may not be the mirror a goddess is said to own. This great mirror follows you around, floating lazily near you whenever you need it. This is the mirror of divinity, and any who peer into its depths find themselves captivated by their own reflection. All illusion and light abilities and powers are strengthened significantly with this in your possession, and all attacks which you block with this are reflected back at the aggressor.

Sealed Abyss (200 CP, Discount Water): A great, deep sea abyss, as if fractured and split by a great god. This abyss seems to reach down for infinity. Anything you trap in this trench or trick into entering cannot escape except for incredibly specific circumstances. The conditions for escape are random, but possible, such as the ritual death of 7 sages or something similar. Anyone specifically looking for the information will find it, though whether they can actually accomplish the act is another matter.

Undersea Laboratory (200 CP, Discount Water): This lab is outfitted with the latest in mad scientist technology. Any experiments done in this place have a much higher chance of succeeding and producing results, and any of your living experiments find that they're unable to escape containment here. Perfect for making sure you don't lose any of your experiments or accidentally let them escape into the outside world.

Expert's Book of Curses (200 CP, Discount Water): This book holds the advanced curses you can learn. Things that last forever, break the minds and wills of those who they're inflicted upon, and grant existences worse than death.

Liquid Primordial Essence (200 CP, Discount Water): Straight from the oldest water, this is a bottle filled with a cool clear liquid. The contents appear nearly invisible,

even. Drinking this sees you completely unable to be killed, harmed, or have your chain end in any way for 24 hours. You'll find yourself getting another bottle every year.

Flying Castle (200 CP, Discount Wind): Who needs a house when you can have a castle? You are now the proud owner of a large castle atop a floating island, with the surrounding town and even a nice lake. It's all yours, your own domain to rule. The town has nobody right now, but anybody living here when a jump ends becomes a follower.

Aetherial Light (200 CP, Discount Wind): What a resource you have here! You receive 50 large ingots of solid aetherial light, restocking every month. Items made of this hard light gain attributes related to light, life, magic, and/or divinity related to their function, such as a ring which offers magic resistance or augments magic, and all weapons and armor gain protection from darkness and evil, as well as dealing additional damage to darkness and evil.

Perpetual Motion Machine (200 CP, Discount Wind): The machine to end all machines! This device, around the size of a small car, generates a continuous and limitless amount of electricity in massive quantities, and comes with converters and gates to limit the output for any number of devices. Completely customizable, replicable, and understandable if you take the time to take it apart and analyze its pieces.

Book of Law (200 CP, Discount Wind): A large book filled with blank pages. Any rules written in here become more likely to be followed, and writing down the laws of reality will see them reinforced and much more difficult to break or change. Should you be able to modify reality, you can lock your reality modifications and laws in place, making them unable to be changed, by writing the effects you placed within this book. Quite a powerful artifact if used correctly.

Cadacius (200 CP, Discount Wind): What a fascinating staff you have there. Where could it have come from? This staff has two snakes twisting up its sides, and when held, it augments your wind-related abilities by a significant amount. Not only does this staff augment your wind abilities, but also healing abilities in equal measure, and while this is in your hand you cannot die under any circumstances until it's left your grip.

Your Own Afterlife (200 CP, Discount Wind): You have your very own afterlife! You may choose who ends up here once they pass on, and/or select a series of requirements to get into this afterlife. Individuals you select to come here will find their way here after their death even if that death includes the complete destruction of their soul, the retroactive removal of their essence from time and space, and even if their very concept was snapped out of existence. If you find yourself dead, you will have the option to end up in this afterlife for 5 years before being able to return to life, though if this 5 year period overlaps with the end of your jump it will count as a chain failure. You may choose the aesthetics of this afterlife as you desire, as well as where in the cosmological order this

afterlife exists in, including just having your Warehouse be this afterlife. You can teleport to and from this afterlife at will (including if it's your warehouse).

The Last Ember (600 CP, Discount Fire and Elementalist): This is the Last Ember, an ember from the Fire of Eternity. It will never burn out. It's warm to the touch and acts as a continuous source of fire. All fire produced and manipulated from this is much more powerful and cannot be defended against. Using these flames to forge items grants the item the concept of "primordial," making them always function better than any related item in your current jump that doesn't also have the primordial qualifier.

Primordial Earth (600 CP, Discount Earth and Elementalist): This is the first rock to exist. The first stone that God made. It has a deep connection with the conceptual earth. So long as you're holding this fist-sized stone in your hand, all earth-related powers are doubled in power after all other perks and abilities are applied. All contracts you make while holding this, both written and verbal, are upheld, as The Blood of the Earth hears you, and will uphold any agreement you make with others, holding you and others accountable.

Reflection of the Self (600 CP, Discount Water and Elementalist): This is you. This item is your very reflection, perfectly encapsulated and drawn out. It can do everything you can do. It has every perk you have. It is everything you are, in every way, perfected. This being is entirely loyal to you, though all of its personality traits are exaggerated caricatures of your own, as if mocking your existence. It is your reflection, and it is your responsibility.

Olympus (600 CP, Discount Wind and Elementalist): Ye who sits atop the throne of the divine, rejoice! You are now the proud owner of a heavenly domain, a land where any who you allow to live within will find themselves quickly gaining strength and becoming gods, and where divine abilities are increased by entire magnitudes, allowing those who dwell within to even affect the world outside. This land takes the form you desire, whether a kingdom in the clouds or a city atop a mountain. If you want, you may fuse this with "Your Own Afterlife" should you have purchased that.

Companions

Import (50 CP - 200 CP, Discount Elementalist): You may import 1 companion per 50 CP, or import 8 companions for 200 CP. Each companion gains +600 CP to spend on perks. Companions cannot take drawbacks.

Scholar (50 CP, free: Pyromancer, discount Fire): This is but a humble scholar, studying the inner workings of fire magic. They have been studying for decades, and are happy to share their secrets with one such as yourself.

Psychic (50 CP, free: Pyrokinetic, discount Fire): This psychic craves companionship, and wishes for someone like yourself to take them in and be their friend. They'll do practically anything to make you happy, including show you the ropes of manipulating fire with the mind.

Mad Scientist (50 CP, free: Pyrotechnician, discount Fire): This person is a raving lunatic. All they seem to want is to create the next big, deadly weapon or experiment and watch it go BOOM! They aren't really a raving lunatic, but like to play up the part, and do quite like the sight of bright, hot fire and machinery in the morning.

Ninja (50 CP, free: Ashen Assassin, discount Fire): This is a ninja. They dislike conversation and work to efficiently perform their duties. What are their duties? Well, they're looking at you for some guidance on that front.

Phantom Troupe (50 CP, free: Dancer, discount Fire): Rather than a single individual, this companion is a group of professional performers. Not only performers, they're former covert spies specializing in psychology and profiling. They've decided to (secretly?) profile you out of curiosity, though it won't take much effort to convince them to work for you in exchange for some of your secrets.

Brave Soul (50 CP, free: Promethean, discount Fire): A lost soul, brought to bear by your presence and instilled with a drive to succeed for you. This person is now devoted to you, a brave soul to stand guard while you create your new world. Long live the creator.

Scholar (50 CP, free: Geomancer, Discount Earth): This is a scholar of the mystic arts. He or she has spent many years studying the intricacies of earth magic when they met you, and have decided to accompany you as your companion. They wish to spread their knowledge and teach others the ways of the stalwart mage.

Monk (50 CP, free: Earthshaker, Discount Earth): This monk is the silent type. They have a shaved head and spend much of their time meditating. They are a pacifist, but if moved to fight, they are a fierce combatant who can easily handle themselves against incredibly skilled foes.

Samurai (50 CP, free: Bloodletter, Discount Earth): This samurai is a sadistic person. They wish to accompany you for the sake of facing fierce and powerful foes, especially those stronger than them, in order to prove their own power and wrath. They love to watch people bleed.

Potioneer (50 CP, free: Alchemist, Discount Earth): The potioneer is a friendly assistant who wishes to learn the secrets of alchemy. They have some skill already, and would love to help you learn the ropes. They can brew several helpful potions, though they don't know much about transmutation or alchemy itself. They learn exceptionally quickly to make up for their lack of knowledge, though.

Animal Spirit (50 CP, free: Soothsayer, Discount Earth): This nature spirit is an incredible psychic medium. They take the form of a common animal, such as a fox or a cat, and feel a connection to you. You're the only one seemingly able to communicate with this spirit. It holds moderately powerful psychic abilities, but when you look into its eyes, you can see events that could possibly take place in the future and what steps would be necessary to enact that future.

Genie (50 CP, free: Jinn, Discount Earth): You have come across a Jinni, otherwise known as a Genie, a Jinn, or a Djinn depending on the cultural origin. It has decided to help you become a better person. It will grant your wishes, but it will do so in ways that help you grow as an individual, help the greatest number of people, and teach you morals and ethics. Should you make evil wishes, this genie will make them so horrible that you realize how bad of an idea it was. Should you wish for things to help yourself, the wish will be done in a way to help you realize the importance of helping others. And sometimes the wishes will seem bad at first, but will be good in the long-term to give you perspective or help you feel like you made a difference in the lives of your friends and the world. This being truly wishes for you to learn that life is in the journey, not the destination, and wishing for happiness will only leave you feeling empty.

Sage (50 CP, free: Mysticist, Discount Water): A sage, one who ponders the realities of the world. This individual has chosen to follow you in order to learn of your own realities and philosophies, what makes you the way you are. They will help, but they would prefer to learn of your own strength.

Psychic (50 CP, free: Hydrokinetic, Discount Water): This psychic has spent their life going with the flow, and finally they have found their will through meeting you. Train them, teach them, help them understand themselves and grow as an individual and you will have found a timeless and lifelong companion.

Demonic Double (50 CP, free: Mirror Demon, Discount Water): This demon has found you fascinating. Born from the briefest reflection of yourself, they have taken your form, though they hold none of your abilities. They gain any racial abilities you possess, and change to whatever race or species you take automatically. This demon will do whatever it takes to keep you safe, as you're just too interesting to let die.

Monster from Beyond (50 CP, free: Cultist, Discount Water): This monster is frighteningly strong despite its small appearance. It holds an intelligence incomprehensible by mortals, but from your understanding it wishes to learn of the world and spread its own

influence with your help. It acts almost like a protective dog, one which eats any threat to you to grow stronger and gains supernatural abilities scaling with the amount of worship others shower it with.

Research Assistant (50 CP, free: Biologist, Discount Water): This fanatical research assistant is obsessively loyal to you. They're also a genius, capable of working at an unheard of level. Their knowledge and designs are hundreds of years ahead of the times, and they want to bare their knowledge and body to you freely in any way you desire. They are the type who will kill anyone who so much as doubts your own intelligence and excellence.

Healer (50 CP, free: Herbalist, Discount Water): This individual is a calm and friendly person. They have learned to use their chi in a unique way: to heal others and help them become better people.

Performer (50 CP, Free: Bard, Discount Wind): What is a musician without an audience to enjoy their music? You have an ally, an avid fan in fact, who is a very capable dancer and actor. This individual is even quite skilled in dance-related magics and combat, capable of casting spells entirely through movement and defeating your enemies through choreography.

Cultivator (50 CP, Free: Fengshen, Discount Wind): Cultivators are those who train their body and soul, enlightening themselves and developing their inner Qi in order to become strong and protect the ones they love. Not only is this companion incredibly powerful physically, they are quite a sight spiritually as well. Unfortunately, many Cultivators let their power go to their heads, and this companion, while very loyal to you, has a tendency to act like a child when angered.

Medium (50 CP, Free: Shaman, Discount Wind): You met this person one day, a traveler to your nation looking for guidance. They took a liking to you, and offered to take up the task of communicating with the dead so you wouldn't have to. This person is capable of interacting with souls, keeping the balance of the world, and can even sense whenever someone or something is messing with any balance of the natural world.

Traveler (50 CP, Free: Windwalker, Discount Wind): The greatest traveling companion you'll ever have. This person loves to travel from place to place, exploring the unexplored, visiting grand vistas and seeing all the sights there are to see. They have vast knowledge of this world, and many fascinating stories to tell. They're also an experienced survivalist, and will make an incredible companion. They'd love to hear your stories, as well, and hold them close to their heart.

Mechanic (50 CP, Free: Steamwright, Discount Wind): What is an engineer without a mechanic to help build your ideas? While you plan out your mad creations, this gifted mechanic is always happy to build them out. Your very own mechanic even gains a

copy of every crafting perk you take from here and in the future, though this isn't retroactive.

Poltergeist (50 CP, Free: Wraith, Discount Wind): This spirit is bent, twisted, gnarly in ways that cannot be understood by mortals. With no morals, no levity or anything but a twisted sense of humor and rage, you've bound it to your own soul, unable to do anything but obey your whims. It's strong, angry, and willing to kill whatever you point it at. It has its own mind, perhaps you may one day redeem it towards a path of goodness? Or maybe you'll simply use it to slaughter your enemies?

Red Dragon (200 CP, discount: Elementalist, 150 CP Fire): This dragon is as great as they are wise. They hold eons of knowledge of the universe and its inner workings. They specialize in fire, but hold vast knowledge over the other elements, including esoteric and exotic elements and powers. You will find you always learn something when speaking to them, even things you wish you did not know. They wish to pass on their teachings while always learning new knowledge and gaining further wisdom from ages to come.

Black Dragon (200 CP, discount: Elementalist, 150 CP Earth): This dragon has lived for centuries, accumulating great knowledge and wisdom. It has a steadfast and stony personality, and has joined you to become your stalwart companion. You will always have an ear to listen to you, and wisdom to assist in your decisions. This dragon is also very proficient in earth magic, and will be willing to teach you all it knows.

Sapphire Dragon (200 CP, discount: Elementalist, 150 CP Water): This dragon is smaller than the average dragon, and may be considered febrile by the standards of another dragon. Its beauty is beyond imagination, though, with shining sapphire scales unlike anything you've ever seen. With overwhelming magical, psychic, and technological knowledge, this dragon can single handedly shoot your skills into the stratosphere, teaching you to become a phenomenal wielder of water. Not only a great mentor, but this dragon also has the sheer power to back it up, capable of splitting continents in half with its power.

Emerald Dragon (200 CP, discount: Elementalist, 150 CP Wind): A lackadaisical and whimsical dragon who suffers from a bout of bad humor. This dragon has a shimmering green hide and a smirk on its face. It's willing to tag along with you, teaching you its secrets, and assisting you on your quests. It quite likes a good joke and a poke, and has incredible knowledge in a vast number of fields related to wind manipulation.

The Burning Tree (400 CP, discount: The Pyre, 300 CP Fire): Fire. Brimstone. Nothingness. This is no tree, yet it takes the form of one such organism. Its leaves are made of fire. It does not speak, yet it communicates. It does not move, yet it's where it must be. This being is enigmatic, but you understand it is there to assist you in your endeavors. It can manipulate reality, acting as a conduit between the real and the unreal,

substituting something from beyond existence with existence, and swapping them to complete your goals. Just don't stare too long into its flames, for those who do may find themselves lost in the billions of psychotic truths it brings to bear.

The Chained God (400 CP, discount: Spirit Caller, 300 CP Earth): You have an Earth God who has willingly submitted itself to your will. This Earth God's power is great and destructive. It happily carries out your whims, performing to your tune. It is always one magnitude of power stronger than the culmination of you and your other summons. It can gain additional domains outside of Earth by spending significant time in locations, such as a domain of Fire by staying in a volcano for 10 years, or a domain of Time by somehow traveling to the end of times and staying there for eons.

Avatar (400 CP, discount: Primordial, 300 CP Water): The Avatar is your avatar on the world below. Its ability to control water directly reflects your own ability to control water, just as its power to control fire reflects your own. For the elements of fire, water, earth, and air, the Avatar will always be your equal, channeling your abilities through them. Additionally, you may send your consciousness into their own and use them as your body, gaining access to all of your abilities in their body. The Avatar is your will, always having the same goals as yourself, always having the same desires. Wield your will with purpose.

The Companion (400 CP, discount: Aetherborn, 300 CP Wind): A God has descended upon the land and decided to walk the same path you do. This God is a wanderer, one who walks the winds alongside you, assisting in your endeavors but only if you're in danger of failing. It is of a chaotic alignment, just as the winds, while loyal it may also be just as unhelpful depending on its current disposition. It keeps its true presence concealed behind a mask of humanity, and should it ever unleash its presence, tornados and hurricanes spanning continents would form instantly, tearing up the earth and slaughtering all in range, while any who may look at its godly visage would cut their eyes out and then throat as they find its image burned into their memory. Luckily, The Companion is remarkably difficult to anger or threaten.

Drawbacks

Red Hot (+100 CP): You may not be predisposed to violence or anger, but events will conspire to piss you off. It won't be dangerous, but things will tend to happen in ways that make you incredibly frustrated and angry. When these events happen, all perks that make you rational or have increased willpower will fail, and you'll only have yourself to hold your rage back.

Scorched (+100 CP): You're a burn victim. Your face is scarred beyond recognition and you're incredibly ugly to look at. You might be able to get some pity from this, but most people will probably just feel incredibly uncomfortable in your presence. It's really bad.

Blazing Inferno (+100 CP): Whenever you use fire-related powers and abilities, you have a very bad habit of lighting everything around you in fire. Whenever you use non-fire-related abilities, you also have a chance of lighting everything around you on fire... somehow.

Spycatcher (+100 CP): You're not catching spies in the traditional sense, it's more like you're catching an infestation of spies. You're now in the middle of some kind of grand wargame, and both sides are particularly interested in learning as much as they can about you. Expect all of your friends to be spies, your enemies to be spies, the cooks at the diner you just ate at to be spies, and they're all extremely good at lying to you and manipulating you specifically. All perks that would help you suss them out don't work on them, and you can't predict the future of other people to tell if they're spies in advance. You'll have to figure out if they're actually your friends the old fashioned way.

Or you could just lie to yourself and believe everyone is actually your friend. They'd be perfectly happy to stay hidden.

Flow Like Earth (+100 CP): You find that no matter what you do, events tend to conspire to drag you along paths you're not particularly interested in. These won't typically be bad things, but simply boring, mundane, uninteresting events will occur and keep you away from the things you actually find exciting or fascinating.

Stubborn (+100 CP): You may not actually be stubborn, but everyone else seems to just reject your opinions and thoughts. If you hold fast to yourself, you'll only be seen as a stubborn git, unwilling and unable to change with the ages.

Collateral (+100 CP): Your earth abilities cause massive amounts of collateral destruction whenever you use them. Your other abilities cause a lot of damage, too, but your earth powers will constantly leave you surrounded in rubble.

The Oracle's Curse (+100 CP): You are cursed with seeing every disaster, every death, every tragedy of everyone you look at. You will not be able to change it, and they will never believe you until the tragedy has already passed.

With the Flow (+100 CP): You find yourself agreeing with the opinions of others, even if they're not smart. It's not that you're any different, yourself, but they just keep making all the arguments for their opinions that you happen to accept and agree with. Even their suggestions for mass murder sound like a great idea as a pacifist... the way they phrase it is just right that you can see their point.

Wet and Tired (+100 CP): It just seems to keep raining, and no matter what you do, you always find yourself getting wet with no way to easily dry off. Even on the few days it's not raining, you'll find yourself soaked to the bone at least once. Staying inside won't work, either, because it'll start leaking ovetop of you or water will always splash you and soak you. It'll leave you cold and uncomfortable, and you cannot manipulate the water that soaks you in any way to dry off.

The Siren's Call (+100 CP): Not a siren specifically, but you find yourself almost drawn to monsters, particularly powerful sea monsters. They're usually looking to exploit you in some way, if not kill you, though you may find some odd friends here and there. I hope you have protection against a siren's song or you may have a few bad days.

The Horror Beckons (+100 CP): It's unfortunate, but you've come into contact with an eldritch monster somewhere in your history. Its nameless horror has cursed you to slowly mutate uncontrollably into a half-fish abomination. You start this jump with only a few cosmetic changes, but over the next 10 years you'll become more and more horrifying to look at, until the most likely response from the townspeople is to burn you at the stake. Your charisma and beauty perks slowly stop functioning as your body changes more, but this doesn't inhibit you in any other way.

Complications (+100 CP): Instead of choosing an origin, roll two origins and take either one. Roll two more for each time you take the Another Story perk, and you may select an origin for that from any of the origins you've rolled previously. The origin's background will be changed to make the individual's history and personality everything you despise, and all interpersonal relationships the person has are horrible or disturbing to you. You'll be perfectly capable of fixing all of this, but you'll certainly be unhappy with what you're starting with.

Indecisive (+100 CP): You'll find in your time here that you simply cannot make true decisions with all of your heart behind them. Constantly, whether being forced to choose between two things you hate or two things you love, you will never be able to fully commit to any path because of the temptation of the other or the buyer's remorse which will surely hit moments later. You find that you're not even capable of scrying the future of these choices should you be able to, as the futures will simply show equally enticing or disturbing ends. No amount of Wisdom can help you when all of your choices are equally good or bad.

Floaty Physics (+100 CP): All of your movements and abilities are floaty, making you move much further than intended, jump much higher, land much slower, and attack without nearly as much momentum as before. Your dexterity will likely suffer somewhat from this, and combat in general will feel disproportionately frustrating. You're no worse at combat, but moving just feels wrong.

Forced Instrumentation (+100 CP): How fortunate, you still have access to all of your perks, powers, items, and abilities. You even have a reason to sing and perform now, as all of your items have been turned into instruments which must be played in order to use, and all of your powers and abilities require you to sing or perform music to use. You have innate knowledge of how to use all of these and, post jump, may optionally keep the musical version of any or all your items and abilities in place of the original. They still have all of their normal requirements as well.

Magic Chanter (+200 CP): All of your powers and abilities now require a magic chant. You automatically know the chant to use each of your powers, with more powerful ones usually (but not always) requiring longer and more complex chants. Perks which shorten chants still work, but at significantly reduced effectiveness, and can't shorten a chant below 25% of the total casting time.

Fiery Personality (+200 CP): All personality, charisma, mind control, and manipulation perks no longer work for the duration of this jump. People also have a habit of finding you annoying, stupid, and/or headstrong in the worst ways.

Specialist (+200 CP): All non-fire related powers and spells you have access to stop working. If it involves controlling another element or enhancing your own physical attributes, you simply cannot do it. Your only magic, psychic, or supernatural ability options are a choice between fire, or fire.

True Erudite (+200 CP): You now have a goal—prove yourself the greatest inventor in the world. Or at least convince everybody that you are enough to go down in the history books as the greatest inventor ever. There's just one problem... someone in this world is many times smarter and more creative than you and already has a full laundry list of world-shattering inventions and discoveries under their belt. You have 10 years to prove yourself better than them, however that may be. Killing them will only cement them as a tragic inventor far beyond their time, as a legendary inventor, making your job even harder. Can you prove yourself the greater one, or will your chain end here?

...You can take this person with you on your chain as a companion afterwards if you haven't killed them anyways or made them an enemy. They are always many times smarter and more creative than you no matter how intelligent or creative you become.

Earth Bender (+200 CP): Every one of your abilities, powers, and perks require an overly-complex series of physical movements to activate. These will be time-consuming and probably more than a little tiring when used consecutively. You can still reduce the number of movements through significant study and practice, but you can't reduce it beneath 25% of the normal requirement. You automatically know exactly what movements activate what abilities. You can choose to keep this as an alternative method of casting post-jump.

The Earth Nation Attacks (+200 CP): You arrive in a world where one nation has taken over a massive chunk of the world. They're violent and actively attempting to take over the rest of it. They hate anyone who's not part of their culture, and you're obviously not part of their culture. If you took "A Stony Foe," this person is part of that nation and will defend it if you attempt to do anything except stop their progression.

A Stony Foe (+200 CP): There is someone here equally as powerful as you. They know of you, though they hold no animosity. They're immune to your non-damaging abilities and perks. They are righteous at heart, and are willing to kill you should you make any provocative actions towards anybody (such as trying to take over a nation). As long as you keep your head down and don't perform illegal activities, you should be fine.

Wishmonger (+200 CP): An Ifrit has decided to follow you in your journeys. Ifrits are a classification of genie known for being malevolent and manipulative, and this one is no different. It will take any wish you make, including any verbal expression of wanting something (such as "I would like..." or "Give me...") and immediately grant it to you, but in the most malicious way possible. It's also a giant demon-looking monstrosity that'll probably terrify most people. You can't kill it or get rid of it, and it's also a dick.

At the end of this jump you can take a version of it with a more mellow personality as a companion. It'll still be a manipulative dick, but at least it'll be a helpful dick (probably).

A Watery Grave (+200 CP): It's unfortunate, but you can't swim. In fact, you sink like a rock. If you have pressure resistance and the ability to breathe underwater, you'll survive, but it very well may be quite a long and arduous journey back to shore... and it's guaranteed it will be, because you find your sense of direction at the bottom of the sea to be quite bad, and it's still very dark down there.

Like Walking Through Water (+200 CP): This doesn't make you any more clumsy or dimwitted, but you'll find all perks and powers which make you more agile, quick, and mentally capable just don't work in this jump. This includes perks which grant you knowledge and muscle memory, you'll be as quick, agile, and intelligent as you were before your Jumpchain began.

Water-Locked (+200 CP): You've become cursed. Any elemental abilities you may have had besides those involving water have been totally locked away, along with any of your perks, items and powers related to navigation. Can you survive with only your mundane navigational knowledge and nothing but water to back up your boasts?

Febrile Reserves (+200 CP): For the duration of this jump, the reserves you draw your power from are diminished to a tiny fraction of their normal size. You'll be stuck working with low-level magic, psychic abilities, etc. and performing parlor tricks for others' entertainment.

Untrained and Vulnerable (+200 CP): For every perk you have which increases your capabilities in a skill or grants knowledge, it has been inverted for the duration of this jump, decreasing your skill and competency in that field an equal measure such that even an attempt to use those skills may turn disastrous. You keep all natural skills and knowledge which you didn't receive through perks, though, as well as anything you gain through this jump.

Windows, No Doors (+200 CP): Wherever you start, you cannot move more than one kilometer in any direction from that starting point. You'll simply hit the invisible walls. You can't go higher than 100 feet, either, limiting all movement. Not very much fun for a jump all about travel and the air.

The Aural Option (+200 CP): It seems you've been reduced, Jumper. Many of your perks and powers have been locked away, leaving you with only your defensive, resurrection, death-related, and wind abilities.

Storm, Hurricanes, Tornados, Oh My! (+200 CP): You're cursed, Jumper. No matter where you go, where you hide, what planet or universe you cower in, you will be a frequent target of tornados, hurricanes, and other disasters of similar proportion. It will always destroy the home you're living in and a chunk of the city or area around you, leaving any permanent living quarters hard to come by. You can expect a disaster at least once a year, with a good chance of 3 or 4 per year.

Fire-un-proof (+300 CP): You may have been training to be a powerful warrior of fire, but you never stopped to consider your own defenses. For the duration of this jump, your elemental defense is nil, and your protection from your own elemental-related powers, perks, and abilities is just as nonexistent.

Meet Your Match (+300 CP): There's someone your equal in this world. They're as strong as you are, have fire-based equivalents to every perk and power you have, can pierce at least 50% of any fire resistance you have, and they're a little crazy and power-hungry. This person doesn't know about you, let alone who you are, but they're nearby when you start the jump and more than a little willing to use force to get what they want. You can avoid this person, but if they start burning down entire kingdoms because you're that powerful, they'll probably catch up to you eventually.

Cult of the Flame (+300 CP): A secretive cult is planning on summoning an eldritch god of fiery destruction. This god is capable of annihilating everything on a scale one tier higher than what you're capable of, with a minimum of planetary destruction. It wants to control the world, and failing that, to leave everything it can see nothing but ash. If you don't do something, the cult will succeed in summoning the god within 5 years. You can always do nothing, but that might lead to a miserable (and potentially deadly) existence.

The Mutant (+300 CP): The Sun has cursed you. The more you're in sunlight or the presence of fire, the more you will mutate grotesquely. It'll start out small, with chitinous scales or glowing eyes or altered skin color. Then it'll expand, cursing you with a lopsided tail that throws off your balance or making your right leg have too many joints to properly control. You'll grow too many eyes to see properly, and then a skewed sense of direction, followed by a sound sensitivity that leaves you wanting to cut your ears off. Then many more increasingly disturbing mutations which will culminate in psychosis should you stay in the sun too much. If you suffer by psychosis by the end of this jump, you will fail this chain. You can choose to keep any of these mutations individually should some be vaguely beneficial or interesting to you and add them to your body mod at the end of the jump.

Defenseless (+300 CP): By some random unfortunate curse, your physical defense is absolutely zero. If it cuts through your skin, it cuts through any armor or defense you have just as easily. Supernatural abilities you still have your normal defenses against, but beware bullets, fists, and swords because those are not going to be very fun to deal with.

Grounded (+300 CP): You're incapable of using any supernatural abilities that aren't purely physical in nature. No magic, no esper powers, you'll be using only your physical augments with your fists and weapons for this jump.

The Rogue God (+300 CP): There is a God at least one magnitude of power greater than you, with the minimum power to destroy the planet should it be so inclined. It was exiled from a pantheon of Gods and has declared war against all divine beings. It has the power and creativity to make a dent in several pantheons before going down, and such a battle would be disastrous to quite a few people. Can you fix this problem before nations crumble, or will you watch as a battle of myths unfolds before you? All gods involved in this drawback cannot be affected by Spirit Calling and contracts.

Asceticism (+300 CP): You are not able to own any property. All of your items, even those from this jump, are locked away. You cannot own a house or live within a permanent structure. You cannot buy anything, you cannot steal anything, and you cannot take or use any form of currency. You have only the land to live off of, and the charity of those who wish to help.

From The Deep (+300 CP): The great gods from beyond reality have begun their invasion. They may not be targeting you, but they wish to take control of the universe you live in for their own purposes. They are unthinkable evils, monsters whose minds drive a mortal to insanity, and whose very presence corrupts the universe around them. Can you survive the culling that is coming?

A Reflection Against (+300 CP): A reflection of you has been created, with all of your powers, perks, and abilities. This being has your own mindset, as well as an instinctive desire to end you to prove it is superior should you encounter it. If you avoid it, it will not

come after you, but as its mindset directly reflects your own, you may not like what it does in your place.

Truly Unfortunate (+300 CP): You have a rare genetic defect that you just cannot ever get rid of. You're deathly allergic to all water that's not in your body at the start of the jump or purchased from the items section. If water so much as gets on your skin, you will find your throat closing and, if not treated immediately, you will die of asphyxiation even if you do not require breath. If you took the "Wet and Tired" drawback, the water won't directly target you, but will certainly make it much more difficult to navigate the streams of water flooding your house.

Another Lost Soul (+300 CP): Your soul has been claimed by the seas. You've been enslaved by the God of Lost Souls, the spirit who claims all the souls of those lost at sea. You've been put to work on its own ship, tortured constantly while being forced to do its labor under cruel conditions. You will suffer here for your time in this world for 5 years, unable to escape, until your debt for dying in its domain has been satisfied. You will be set free, returning to your body, crippled and forever haunted by your experience. What will you do with your remaining 5 years, survivor?

Body and Soul (+300 CP): Someone with great power over Death hates you and has killed you, separating your body and soul and sending your soul straight to the deepest pits of Hell. Should you survive the raging demons, monsters, murderers, and the King of Hell long enough to escape these seemingly inescapable prisons without your soul being eviscerated, you'll still have to find your body while avoiding the person who hates you in order to reunite with it and become whole. Of course, you'll then have to survive or kill the person who will follow you to the ends of the Earth to put you back into Hell. If you're not inside your body at the end of the Jump, it counts as chain failure. What did you do to anger this person so horribly?

Man Beyond God (+300 CP): A being with power over souls has split you, Jumper. You've been cut in half, and now exist with half your power while another version of you holds the other half. Your duplicate holds no animosity towards you, but is loyal to the one who split you, whatever plans such an enigmatic being has. You might even be able to convince this other version of you to join you as a companion, so long as you can convince the being pulling its strings to let it go or you somehow impossibly convince it to betray its master. If you took the drawback Body and Soul, this being is the same which sent your soul to Hell.

Toxicity in Our City (+300 CP): You are sick, severely sick, and with no knowledge of a cure or any power which may cure it. This disease can only be cured by technology, and the difficulty will scale with your own intelligence and knowledge of advanced technology such that it will take all your wits, all your knowledge, all of your vast intelligence and that of those you call companions in order to develop a cure and a chance of survival. If you

are not cured by the end of your jump, you will die your last death immediately before the end and your chain will end.

Heaven on Earth (+300 CP): Aether has begun leaking from the plane of the Gods, infecting the world around you and all worlds you may travel to. Over the first half of your jump, this Aether will cover the planets and people will mysteriously become stronger and stronger. Eventually, at the halfway mark, all life will be divine, so powerful that their very presence incites disaster on the scale of apocalypses and the sight of them invites insanity. You, of course, do not benefit from this and have to deal with a world filled with cataclysmic beings as the average populace.

Notes

Removing the “Element Manipulation” booster perks: This jump already grants a phenomenal amount of power. Getting the boosts to just become god essentially would remove all challenge. If you really want those incredible starter boosters and knowledge, you should instead take each Elemental jump individually for them.