

STEVEN★ UNIVERSE JUMPCHAIN

+1000 CP

Origin:

Empathetic

You are a loving and creative individual who is very in touch with your own emotions and you are able to connect with the emotions of others, helping you to communicate with others effectively.

Tactician

You're a natural strategist who feels right at home in the ever-changing landscape of the world through logic and your ever growing perceptiveness that anchors your personality traits to your core.

Humorist

You're right at home being the center of attention and if you're not, then you're more than ready to put on a show to have a good time with other people.

Organizer

You are a sensible, structured, and dutiful person who goes out of your way to do all the heavy-duty background work getting right to the root of whatever is out of place and taking care of it in the most efficient manner possible.



Race:

Full-Gem -200 CP

You are a humanoid species of alien beings whose true body is a synthetic gemstone that projects a hard light form to act as its body.

This artificial form allows gems to shapeshift their body with them often taking on a feminine human-like appearance despite the species not truly having genders.

Full-Gems come in many types and have varied abilities, you may customize what type of gem you are and what abilities you possess using the **Gem Customisation** section.

As a Full-Gem you will start with the full power of the options.

Half-Gem -100 CP

You are the child of a gem and a human, you have their stone within you you may customize what type of Gem your parent with the **Gem Customisation**. As a Half-Gen you will not have access to all of the parents powers right away and will randomly unlock the Half-Gem variant during the first few years. With time, effort and training your power should reach the full potential of a Full-Gem.

Human - Free

You are an ordinary human, the dominant species on Earth. The humans in Beach City seem to be aware of the magical creatures and happenings around them and coexist with them.



Gem Customisation:

Full-Gem's get a **+1000 CP** Stipend for this section.

All options are **Discounted** for Half-Gems with **-50 CP** options being **Free**.

Where stated you will need to determine what Era your gem was constructed in.

Gem Type:

The **Gem Homeworld** maintained a strict Caste System with **Gem Types** having predetermined roles, places, privileges and purposes in the social pyramid, and Gems who deviated from this were considered defective.

This list of gems is ordered from the highest Clarity (position of authority) to the lowest.

Diamond -600 CP

The Great Diamond Authority is the matriarchal body of Gem leaders, they are always Era 1 Gems.

Garnet -400 CP

The Non-Fusion versions of Garnets have a square gem and can be from Era 1 or Era 2. Their position in gem society is that of aristocratic commanders who manage armies to conquer worlds and oversee colonies.

Sapphire -400 CP

Sapphires are rare Era 1 aristocratic Gems used to see the future and determine the best course of action for gem society.



Emerald -300 CP

An Era 1 high-class aristocratic Gem, who functions as imperial officers that command other gems on starship transit and combat.

Quartz -300 CP

Quartzes are a broad category of Gems that serve as the primary soldiers in Homeworld's System.

Due to the high quantity and wide range of development for these gems they can be any class of soldier Gem and can be Era 1 or Era 2 gems.

Spinel -300 CP

Spinel's are Era 1 Gems intended to be entertainment and toys for high ranking Gems serving as a playmate and "best friend".

Their gem's are always whimsical shapes and colors.

Lapis Lazuli -300 CP

Lapis Lazulis are high ranking Era 1 Gems who have hydrokinetic abilities and are used to terraform planets for colonies.

Aquamarine -300 CP

Aquamarine are high ranking Gems intended for deep space resource retrieval missions. They can be Era 1 or Era 2 Gem.

Pearl -250 CP

Pearls are Era 1 custom-made Servant Gems built with the intention of acting as assistants for their owners, organizing and storing positions and information that their owner will need.

Agates -250 CP

Agates are mid-class aristocratic Gems that hold a position of authority slightly higher than other Quartzes. They appear to serve as a form of manager for groups of other types of Quartzes, keeping them in line and ensuring that they perform their duties.

Although Agates are mostly Era 1 Gems there are a few Era 2 Gems.

Nephrite -200 CP

Nephrites are mid-class Gems that were in charge of piloting and commanding ships, including Homeworld Dropships.

Although most active Nephrites are Era 1 the Era 2 varieties exist with a kindergarten scheduled to soon produce thousands more.

Topaze -200 CP

Topazes are mid-class soldier Gems that act as bodyguards for Rare Gems that are intended to go on moderately dangerous missions.

They can be Era 1 or Era 2 Gem.

Bismuth -200 CP

Bismuths are mid-class Era 1 builder Gems, mainly working to build structures and ships for other Gems.

Zircon -150 CP

Zircons are Era 1 mid-class aristocratic Gems that function as lawyers on Homeworld.

Peridot -100 CP

Peridots are low ranking Era 2 technological Gems that were mostly used as kindergarteners.

Ruby -50 CP

Rubies are low ranking Era 1 Soldier Gems that were used by Homeworld, usually for bodyguarding.

Pebble - Free

Pebbles are low ranking Era 1 Servant Gems that inhabit homeworld. They have many jobs ranging from comforting and spending time with their owner to sewing and being seamstresses.

Other Gemstone -??? CP

If you want to be a specific type of Gem that is not on this list you may pick the name of a real world Gemstone.

you must then choose a Gem from this List (you may **not** choose **Diamond**) that has a similar sociological standing to the in-universe equivalent of the chosen Gemstone.

This Gemstone will cost the same price as the selected Gems and will gain their Discounts. you may pick if they are an Era 1 or Era 2 Gem.



Gem Powers:

Some **Gem Powers** can be combined to gain new effects as documented in the **Power Combos**.

Half-Gem's will initially have weaker versions of the purchased **Gem Powers** as described in this section, these powers will grow into the full version with time and training.

Growth - Free

This will only function Post Jump for a **Full-Gem**.

The various Gem powers will grow with training.

Should the users body exceed the durability of their gem it will instantly increase its durability relative to the users body, remaining at the proportional durability of a regular gem to a regular human body.

Enhanced Condition - Free

Gems can have greater strength, speed, and durability than humans. They can jump longer and higher than even the most athletic humans. The amount varies depending on the Gem type and production quality of the individual Gem - Peridot, a cheaply produced technician, is tough but physically weak, while Jasper, an "ultimate" soldier, can lift an Injector and survive a Gem Warship's explosion.

Half-Gem:

your physical capabilities will be at a human level however they will rapidly grow during puberty until they reach that of your gem parents physical capabilities.

Non-Senescence - Free

Gems do not age or catch physical diseases, and thus do not die of natural causes like humans. However, they can still be killed if their gemstone is shattered, and they are susceptible to mental illness.

Half-Gem:

your age will fluctuate to match how old you feel however prolonged intentional augmentation will cause side effects without practice. If your Gemstone is broken or shattered this will not kill you instantly but it will be extremely painful and if not treated will lead to eventual death.

Gem Sustenance - Free

Gems do not require food, water, oxygen or sleep in order to survive but may have it for pleasure.

Half-Gem:

You only need half as much food, water, oxygen and sleep than mundane humans.

Photokinesis -50 CP (Free Era 1 Gems)

Gems can project light from their Gemstones to light up dark places.

Half-Gem:

Initially this will occur any time the Half-Gem is very happy or has a brilliant idea.

Fusion -50 CP (Free Era 1 Gems)

Gems can combine their bodies and minds to form a larger and more powerful Gem with all of their components' gemstones on their bodies. Fusion Gems can unfuse willingly or fall apart for a number of reasons, and they can fuse further without unfusing first. Fusions inherit all of their components' weapons, and may combine multiple weapons into new forms.

Half-Gem:

The Half-Gem will need to figure out their self identity and trust/love the other Fusion member.

Aura Projection -100 CP (Discount Diamond)

You are able to project an aura around you that you can control. you can either radiate it from your entire body or emit it from a single point such as your hands. This will act as a passive and constant identifier of your identity.

Half-Gem:

you will sporadically emit your Aura and will have difficulty intentionally emitting it without focus.

Bubbling -100 CP

Gems have the ability to encase an object inside a bubble. The color of the bubble depends on the Gem. The bubbles can be sent to wherever their creator considers "home". If a Gem is inside, it is kept in a form of stasis. These bubbles are entirely independent of their creator's state and seem to be able to exist indefinitely if undisturbed.

Half-Gem:

your initial bubbles may be unstable popping almost instantly and initial sending will require a clear image of where you are sending the bubble.

Bubble Shield -200 CP (Requires Bubbling)

Gems have the ability to encase themselves and others in an incredibly durable bubble.

This bubble can easily withstand short, narrow bursts of pressure, such as being hit with a harpoon but has difficulty with pressure being applied over a large area for a prolonged period of time.

If the user is trapped the bubble can be expanded to push away enemies or clear debris.

Half-Gem:

Initially the creation of Bubble Shields is entirely reflexive and cannot be activated or deactivated at will.

Shapeshifting -100 CP (Free Era 1 Gems)

Gems can temporarily alter their physical forms. The more mass the altered form has relative to the Gem's normal form, the harder it is to maintain. Sufficiently skilled Gems can shapeshift into forms with additional functions, such as Amethyst shapeshifting into a working helicopter. Gems produced with fewer resources during the Gem Homeworld's Era 2 appear to lack this ability.

Half-Gem:

Half-Gems can biologically shapeshift with the forms taking completely accurate biological functionality should the new form have a stronger will than the user then the user may not be able to dismiss the transformation.

Half-Gems can also use this for Age control however prolonged intentional augmentation will cause side effects and exhaustion when you lose focus.

Regeneration -100 CP (Free Full-Gem)

When a Gem suffers a fatal injury, they "poof," releasing their physical form and retreating into their gemstone in order to create a new, undamaged form. The amount of time this process takes depends on a number of factors, including whether or not they are changing the appearance of their form. It is possible for a Gem to rush their regeneration process, but doing so may lead to a number of problems, such as deformed body parts. Regeneration time can range from several seconds, to a few weeks.

Half-Gem:

A Half-Gem cannot poof making them resistant to anti-Gem weaponry such as being struck by a Gem Destabilizer and only suffering mild discomfort.

Any physical harm will reset and heal at an accelerated rate but may leave scars or other marks such as if the user breaks a bone it will automatically realign and heal itself but will still leave a fracture mark.

Gravity Shifting -100 CP (Free Full-Gem)

Gems bodies will automatically adjust to different levels of gravity with their forms being unaffected by the changes to the local gravity and air pressure.

Half-Gem:

The Half-Gem will be affected by the external gravity as if they were a normal member of their non-Gem race however their internal structure will compensate to prevent any long term harm.

Weapon-Summoning -100 CP (First Free Era 1 Gems)

Most Gems can summon a tangible weapon from their gemstones. Gems can summon multiple weapons at once, but each non-fusion Gem has only one type of weapon that they can summon.

This can be purchased multiple times with each purchase after the first costing **-50 CP** regardless of discounts.

Half-Gem:

Initially the Gem Weapon will require strong emotions to summon and be difficult to sustain.

Unique Abilities -400 CP

Gems have a wide range of abilities that are exclusive to certain Gem types or individual Gems. The First purchase of an ability in your category is **Free** and all Unique Abilities are **Discounted** for your gem and those for gems of the same **Clarity** or lower than your own as indicated by price. This means that All unique abilities are **Discounted** for the **Diamond's**.

Multiple Discounts stack to a minimum price of **-50 CP** with 3 stacked discounts.

Gem Lightning (Discount Diamond, Discount Tactician)

This ability allows your Gem to produce an electric current that can be used either to deactivate a gems physical form or with practice allow them to reshape a physical form beyond the parameters of what a gem can normally achieve when reforming.

Half-Gem:

Initially this will cause a static electrical charge around you when scared, this charge causes a gems physical form to partially destabilize as if it were a static signal.

Gem Possession (Discount Diamond, Discount Organizer)

A gem can use this to take complete control over other gems purporting them with simple movements.

This can also be used to allow other gems to manipulate the user's body if they should want them too.

Half-Gem:

This ability can affect organic lifeforms and will initially work when both the user and the unintentional target are sleeping or unconscious. The user will take control of the target's body with their own remaining unconscious for the duration of the possession.

Gem Empathy (Discount Diamond, Discount Humorist)

You can read and alter the emotions of others, this can be received emphatically.

Half-Gem:

Initially this will occur Unintentionally and sporadically with the user finding it difficult to differentiate their own emotions from other peoples.

Gem Healing (Discount Diamond, Discount Empathetic)

You are able to produce a liquid as part of your tears that can be absorbed into beings in order to repair broken Gems or heal organic creatures. This liquid will not spoil if you store it.

Half-Gem:

All of your body fluids can potentially replicate the effects of the healing tears but you can't always produce the healing effects from your body fluids.

Gem Creation (Discount Diamond)

You can create an artificial gem that is visibly indistinguishable from a Full-Gem except that it will have no intelligence or awareness unless you inject it into a suitable soil sample for at least two thousand years.

Half-Gem:

Occasionally when panicking you will start to sweat crystal shards.

Enhanced State (Discount Diamond)

While in this state, your body will glow in the color of your gem enhancing your strength, speed, and destructive capabilities.

Half-Gem:

When feeling mundane stress your enhanced state may activate forcing you into a combat state where your mind and body react as if you were in a life-or-death situation while having little to no control over yourself.

Levitation (Discount Garnet or Greater Clarity, Discount Tactician)

You are able to control the speed of your ascent and descent, float in the air and hover at will, this allows you to gently land onto the ground without risk of harm even when falling from a height that would normally cause terminal velocity.

Half-Gem:

When you first activate this Gem Ability you will have no control over it and may get stuck in the air or to the ground.

Future Vision (Discount Sapphire or Greater Clarity, Discount Tactician)

You are able to generate simulations of the future by using every piece of knowledge you have ever learned even if you do not remember them. This allows you to build a model of all of existence as you know it and generate possible future results. you may not be able to accurately predict the course of action that someone may take if they act in a way you would not consider possible and you cannot predict events that you do not know are possible.

Half-Gem:

You may not initially be aware when you are using this ability as it produces a real time simulation around you. Unlike the normal future model you are actively involved in the simulation and may have a negative effect on the result. When you exit the simulation almost no time will have passed since it started.

Cryokinesis (Discount Sapphire or Greater Clarity, Discount Tactician)

You are able to drastically lower the temperature of your surroundings, this includes projecting a beam of ice or emitting a zone of cold around you. you can quickly freeze objects into solid ice and summon ice spikes from the ground.

Half-Gem:

This ability is linked to your emotions rather than a conscious control with sadness and cold anger causing frosting around you that can form ice on the walls or freezing water.

Phytokinesis (Discount Emerald or Greater Clarity, Discount Empathic)

You are able to make a connection to Flora and Fauna aiding and controlling its growth into weapons and traps allowing you to command it to take actions as you see fit.

Half-Gem:

You will sporadically cause plants to grow and mutate but have difficulty getting them to do what you want.

Spin Dash (Discount Quartz or Greater Clarity, Discount Humorist)

You are able to curl up into a sharp coloured ball that you can revv-up from a stationary position to perform a Spin Attack which functions like a chainsaw and dash at a target through obstructions along the ground.

Half-Gem:

When you are in a foul mood your hair will become razor sharp but it will not cut you.

Elasticity (Discount Spinel or Greater Clarity, Discount Organizer)

You are extremely elastic and malleable, being able to stretch and inflate your body to strengthen and increase the range of your attacks.

Half-Gem:

When you are sad or depressed you will find that your body will sag or deflate with most of your body drooping towards the ground.

Hydrokinesis (Discount Lapis Lazuli or Greater Clarity)

You are able to manipulate water and other liquids that are only partially composed of water.

You can also use this to form water into various constructs.

Half-Gem:

You will cause water to produce notable effects in ways relevant to how you feel when you feel strong emotions such as causing swirls, waves, bubbles and rain.

Wings Frame (Discount Aquamarine or Greater Clarity)

Your form is able to summon wings on your back allowing you to comfortably fly at notable speeds.

Half-Gem:

You will randomly be able to produce tiny wings that will allow you to exert yours in order to hover.

Gem Storage (Discount Pearl or Greater Clarity, Discount Organizer)

You are able to instantly store and withdraw objects from your Gemstone within a visual range with the storage area lacking a maximum size or volume.

Half-Gem:

Anything you wish to store will need to be physically pushed into or pulled out of a specific part of your body requiring you to blindly search for anything within your gem.

Electrical Interference (Discount Agates or Greater Clarity)

You are able to take control over electrical devices and control them as if using a mental remote control. This can function on most earth and Gem technology.

Half-Gem:

When startled or panicked you may cause interference on electrical technology such as having tv's or radio produce static or causing a device to rapidly switch on and off.

Corrosive Acid Generation (Discount Nephrite or Greater Clarity)

You are able to produce an extremely corrosive substance that you are immune to, it can easily erode various materials, ranging from wood to stone to ice.

Half-Gem:

All of your body fluids can potentially replicate the effects of the corrosive acid but you can't always produce the corrosive effects from your body fluids.

Engulfing (Discount Topaze or Greater Clarity)

You are able to control your gem form in order to create pockets or gaps in your form that you can use for storage, to engulf and imprison an enemy or to make passageways that weapons or attacks pass through.

Half-Gem:

You may involuntarily create pockets or holes in your body without causing any biological problems.

Handy Tools (Discount Bismuth or Greater Clarity)

You are able to shapeshift your body parts into several types of weapons or tools, such as hammers, screwdrivers, and even a Roman scissor, matching their shape and durability.

Half-Gem:

You may unintentionally shapeshift parts of your body into random tools and find it difficult to return them back to their original form.

Gem Hologram (Requires Photokinesis, Discount Zircon or Greater Clarity, Discount Organizer)

You can project either intangible or hard light holographic images from your gemstone, which you can use as a visual aid or to make holographic screens that you can use to interface with Gem technology.

Half-Gem:

You will unintentionally project your daydreams when your imagination wanders and while you're asleep you may project your dreams.

Ferrokinesis (Discount Peridot or Greater Clarity)

You are able to levitate and control metallic objects including technology that contains metal without damaging the device's circuitry, you are able to use this ability to manipulate multiple objects simultaneously and lift several tons with little effort allowing you to use this ability on a metal platform in order to essentially fly.

Half-Gem:

You will find that a lot of metal objects you come into contact with will get magnetically stuck to when you are not paying attention to them, requiring you to actively focus on removing them.

Pyrokinesis (Discount Ruby or Greater Clarity, Discount Tactician)

You are able to drastically raise the temperature of your surroundings, this includes projecting a plume of fire or emitting a zone of heat around you.

You can quickly evaporate liquids into vapor and melt some solids.

Half-Gem:

This ability is linked to your emotions rather than a conscious control with hate and burning anger causing burning around you that can singe the walls or evaporate water.

Creature Creation (Discount Pebble or Greater Clarity)

You can temporarily produce and command mini copies of yourself that will follow your directions around you in battle.

Half-Gem:

You may accidentally bring facsimiles of yourself to life but will not have any active control over them and they will be vaguely indifferent to you.

Perks:

All **Perks** for your respective race and origin cost 50% and their **-100 CP** are **Free**.

A Beautiful Voice - Free

You have a beautiful singing voice and can effortlessly carry a tune.

The Heart's Lyrics - Free

You can perfectly express your emotions and state of mind through an improvised song that is of professional quality.

Starry-Eyed - Free/-100 CP

Your pupil's can take on various shapes including stars and diamonds.

For **Free** this will be an unintentional response to your emotions, for **-100 CP** you can control this and even use it for communication.

Unpredictable -200 CP

You are able to hide from any form of future vision selectively blocking any aspects of yourself or hiding yourself completely.

Item Fusion -400 CP

Using this perk you are able to synchronize two items of a similar nature making them into one. This allows you to gain the capabilities of both items and new features relevant to how they overlap. If one of the items is bodymod then only that item's features will work when in a gauntlet or item restricting drawback.

Perk Fusion -600 CP

Using this perk you are able to synchronize two perks of a similar nature making them into one. This allows you to gain the capabilities of both perks and new features relevant to how they overlap. If one of the perks is bodymod then only that perk's abilities will function when in a gauntlet or item restricting drawback.

Human:

A Normal Guy -100 CP (Free Human)

No matter how you look or what is going on around you no one will think of you as anything other than normal.

An Internet Man -200 CP (Discount Human)

You can figure out how to get almost anything at a discount so long as you are willing to jump through a few hoops. This is **not** a Meta Perk but you may be able to use it on your Jump-chan as if it were. This depends on your Jump chan just expecting a lot of hoops if you try.

Has Any Human Ever Tried Fusing -400 CP (Discount Human)

So what if you're not a Gem you can do your own type of fusion with dancing and a new set of magic clothes. It's different from gem fusion but it will work.

Duck Tape -600 CP (Discount Human)

You can use mundane materials and equipment to replicate the result of supernatural abilities.

Gone Pink -600 CP (Discount Human)

It seems that you died at some point on the bright side you managed to come into contact with magic healing tear's granting you a lot of fantastic abilities.

Firstly your skin and hair change to be a shade of pink, with your hair being usable as a method to enter into a pocket dimension that moves with you.

Secondly, you gain a number of physical improvements, you will age very slowly, you gain a massive boost to your strength and stamina and you somehow gain the ability to walk on water.

Lastly you will gain a vocal improvement, you can produce a roar that sends pink rings strong enough to knock down structures or a different roar that creates ring portals.

Half-Gem:

Biologically Compatible -100 CP (Free Half-Gem)

You can reproduce with any race with the offspring being genetically viable. Both the offspring and any of their descendants will be capable of reproducing with either of the species of the original's parents.

Steven Speech -200 CP (Discount Half-Gem)

You can call upon the depths of your heart to produce an emotional and empowering speech that helps everyone understand the emotions and intentions that you and others are experiencing as if they were remembering their own feelings.

Full Control -400 CP (Discount Half-Gem)

You gain full control over your abilities in this and all future Jumps. In this Jump it allows a Half-Gem to access their Full Gem abilities and in future jumps it can allow an individual with new superpower to sadly control and toggle them.

Gem:

Feminine Form -100 CP (Free Gem)

Using this **Narrative Perk** you can choose for races to retroactively take on humanoid attributes or a more hominid form.

For example this could be used on a species of fish people to give human-like skin and hair without changing their capabilities or on a species of holographic rock people to make it so that their race always appeared to be feminine hominids even if their species predates humans

Geological Omniscient -200 CP (Discount Gem)

At the start of each jump and updating during you gain practically all Knowledge of all natural and artificially created rocks, gems and metals from across all reality's in the local jumps multiverse including their names, compositions, atomic composition and primary uses.

Gem Integration -400 CP (Discount Gem)

Sometimes during a jump you may find a new type of gem with features that you would like to combine with other Gem's. Using this Perk you can choose to integrate any form of gemstone or crystal into another one by having them make contact and willing one to merge into the other. The resulting Gem will gain the features and properties of both.

Diamond:

Fused Authority -100 CP (Free Diamond)

Whenever you fuse with someone you can selectively segment any information about you from the other individual you fuse with preventing them from learning knowledge about you that you don't want to share.

Diamond Authority -200 CP (Discount Diamond)

All gems subconsciously treat you with unintentional respect or affection even if they don't think of you as a diamond.

Post Jump this perk will affect any crystalline race.

Gem Technology -400 CP (Discount Diamond)

With this Perk you will instantly gain the knowledge of all of the Gem homeworlds technology.

Empathetic:

Enthusiasm -100 CP (Free Empathic)

You are passionate about life and never get bored and when you want to you can remain patient and pleasant with difficult situations and people even when others can't.

Emotionally Comforting -200 CP (Discount Empathic)

You can instantly understand and identify the true emotions of others and are able to slowly influence them in order to help them feel calmer and more comfortable about themselves and others. If they realize the connection it will make them better disposed towards you.

Balanced Fusion -400 CP (Discount Empathic)

Any fusion you're a part of is perfectly balanced meaning that you will not gain any additional body parts unless you want them.

The First Power -600 CP (Discount Empathic)

You can quickly re-learn anything you have lost, any skill, any mentality, any power and any perk that you once had can be regained from scratch. you can even learn how to replicate this perk with enough time and effort.

Tactician

Tiny Hands My One Weakness -100 CP (Free Tactician)

You know exactly what to say to make a child feel happy, safe and cared for.

I Can't Say No To That Face -200 CP (Discount Tactician)

You can always tell when something unconventional isn't going to backfire despite how dangerous it might seem to be.

Stable Fusion -400 CP (Discount Tactician)

Any fusion you're a part of will never unintentionally break down.

Isn't This Love -600 CP (Discount Tactician)

You know every potential love interest in your current continuity and how best to grow that potential into true love.

Humorist

Wisecrack -100 CP (Free Humorist)

You are an expert at snarky humor being able to come up with a quick jibe instantly in any situation.

Believable -200 CP (Discount Humorist)

People tend to believe whatever you're saying especially if it's for a joke and as long as you are telling what you believe to be true everyone will believe you.

Unexpected Fusion -400 CP (Discount Humorist)

You are an expert at combining things to get new results.

And it all comes crashing down -600 CP (Discount Humorist)

You can instinctively see all the mistakes and weaknesses of a target but not how to fix them. This helps you to quickly deduce how to do the most damage to a target or situation as possible by emphasizing it's vulnerabilities.

Organizer

Encyclopedia -100 CP (Free Organizer)

You have a moderate amount of knowledge on almost every subject.

Sword Master -200 CP (Discount Organizer)

You are an expert when teaching others how to use any weapons you already know how to use.

Elegant Fusion -400 CP (Discount Organizer)

You can draw out the best of both parts of a fusion and remove any unintentionally weaknesses not shared by the two fusions.

It's Over Isn't It -600 CP (Discount Organizer)

You instinctively know when a choice of action will end in disaster and how long it will take for the repercussions of your actions to take effect.

Items:

The first purchase of a discounted item is half price with **-100 CP** items being **Free**. Any further purchases of an item after the first is full price.

Limb Enhancers -100 CP (Free Era 2 Gems)

These mechanical Limb Enhancers are tools crafted on the Gem Homeworld and given to gems who lack powers, as well as gems who are not their intended height.

The limb enhancers can create a tractor beam, and fire blasts of plasma.

Gem Destabilizer -200 CP (Discount Era 2 Gems)

A Gem Destabilizer is a Gem Weapon designed to dissipate a Gem's physical form that generates a lightning bolt like pulse that paralyzes and poofs any Gems it comes in contact with.

The Breaking Point -200 CP (Discount Era 1 Gems)

This weapon was created by Bismuth to give the Crystal Gems an advantage against Homeworld's Army.

When fired, the spike on the front shoots out and can shatter anything in front of it.

Gem Rejuvenator -400 CP (Discount Era 1 Gems)

The Gem Rejuvenator is a Weapon that possesses the ability to strip Gems of their memories causing them to revert to their original selves.

This effect is not permanent, however, and can be reversed by reminding the affected Gems who they truly are.

Post Jump this can be used on anyone.

Human:

Bag of Donuts -100 CP (Free Human)

Whenever this bag is opened it contains 6 donuts.

Van -200 CP (Discount Human)

You get this white mid-1970's Dodge Tradesman with an elaborate custom paint job, it never runs out of fuel and is twice as large on the inside than outside.

A Legally Obligated Check -400 CP (Discount Human)

At the start of each jump you will receive a lawful check for the local equivalent of \$10,000,000.00 don't say I never gave you nothin.

Gem:

Injector -100 CP (Free Gem)

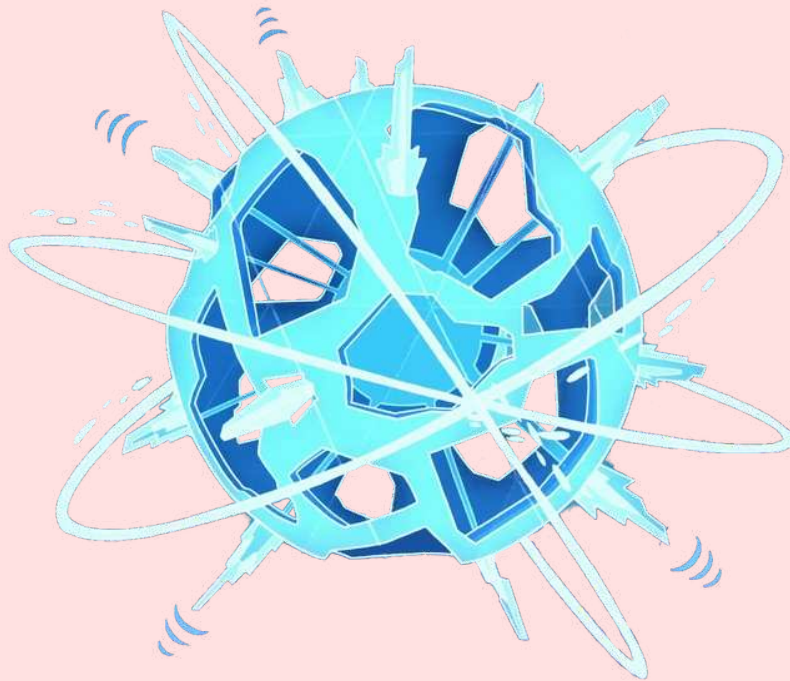
These Gem devices can be used to drill into the earth in order for you to implant a gel that will eventually form into a new Gem.

Red Eye -200 CP (Discount Gem)

This spherical drone ship will move and perform actions at your command. This type of ship is used for reconnaissance and research, it has powerful durability and damage resistance however it has limited weapons capability.

Gem Colloney -400 CP (Discount Gem)

This colony contains many gem structures, including 89 Kindergartens, 67 spires, and several Galaxy Warp stations. The planet was hollowed out down to the core, with large sections of the crust removed to make the most of its resources.



Half-Gem:

Lion Lickers -100 CP (Free Half-Gem)

You gain a self refilling lion fridge that contains light yellow lemon flavored popsicles that are lion shaped.

However, the features are partially distorted from melting, causing Steven to say: "They don't even look like lions". It has a popsicle stick inside of it. It is sold in a plastic packaging with a stylized written form of "Lion Lickers" in the shape of a lion. The logo is a cartoon style lion head with the S in the logo shaped like a lion's tail. In the Big Donut, packages of it are in a display freezer.

Box Of Puppets -200 CP (Discount Half-Gem)

A cardboard box that contains many hand puppets.

These puppets in combination with the box allow the user to easily explain complex topics in an easy to understand way.

When the box is worn it's faces will display images of what you are trying to explain and will have appropriate holes for the puppets to go through when needed.

Cheeseburger Backpack -400 CP (Discount Half-Gem)

This backpack is similar to the shape and appearance of a cheeseburger. Each filling is a pocket, and each pocket has a zipper to open it. Whenever you are facing a problem you can put your hand into this backpack in order to create a mundane object that with a bit of creativity you will be able to use to solve the problem.

Diamond:

Diamond Ship -400 CP/-1000 CP (Discount Diamond)

Choose one of the four Diamond ships for **-400 CP** or all four for **-1000 CP** if you get all four they can combine to become a giant megazord like robot.

Empathetic

Cookie Cats -100 CP (Free Empathic)

A cookie cat themed mini fridges that produces an Infinite amount of Ice cream sandwich.

Ukulele -200 CP (Discount Empathic)

While holding this small musical instrument you will find it a hundred times easier to learn how to play any musical instrument.

Mr Queasy -400 CP (Discount Empathic)

This doll talks when you shake him.

He can also be used as a replacement of any missing tool or sacrifice for any ritual or ceremony.

If not destroyed in use Mr Queasy will permanently take on the form of the component.

24hrs after use a new Mr Queasy will appear in your warehouse.

Cloud Space -600 CP (Discount Empathic)

This has nothing to do with computers. Instead this wearhouse attachment is a large virtually empty room of light-pink clouds that generates a simulation based on your desires.

The room uses a combination of holograms and objects created out of the clouds in order to alter the overall appearance of the room to replicate any location or environment.

Tactician

Cowboy Comics -100 CP (Free Tactician)

You get a continuing comic series about the adventures of a cowboy, and partner Sally Mae.

Super Shades -200 CP (Discount Tactician)

This pair of magical sunglasses automatically filter out visual hazards and perfectly distract onlookers from any features that show you as non-human.

Magical Rings -400 CP (Discount Tactician)

Whenever you are in a romantic relationship with someone you can gain a set of wedding rings that take on the appearance you and your romantic partner would most appreciate. While wearing these rings any feelings of love that you and your romantic partner feel for one another are supported and sustained. While being worn you and your partner may choose to make these rings invisible to everyone other than each other and you can choose for them to be intangible while staying on your hand allowing you to wear an infinite amount of rings. These rings also act as a partial Body mod so that their effects are sustained even when in a gauntlet although you will not gain additional rings for the duration.

Crystal Temple -600 CP (Discount Tactician)

This copy of the Crystal Temple is stored within your warehouse. The Temple itself is composed of several cavernous rooms, all of which are connected through the Crystal Heart and accessed with the Temple Gate. The Temple Gate is the main aspect of this item as using it you can access every warehouse attachment you have and by opening two different attachments at the same time the gate will open to a different room that is a hybrid of both.



Humorist

Little Butler Tapes -100 CP (Free Humorist)

You get a complete collection of the little butler tapes complete with a HD TV and a Compatible cassette player.

Boxes of Stuff -200 CP (Discount Humorist)

You have a ten pack of seemingly ordinary cardboard boxes that each seem to have a limitless amount of space with things at the top sinking down as you put more stuff in. They also never seem to get any heavier than when they were empty.

Fire Salt -400 CP (Discount Humorist)

This translucent, reddish-pink tube with a red crystalline stopper contains an infinite supply of a magical seasoning.

The seasoning is an edible mix of many types of magical red powders that function like a real life spice, but will also cause the consumer to involuntarily breath fire.

Weapon Enhancements -600 CP (Discount Humorist)

Whenever you get a weapon you gain a corresponding enhancement that when equipped fiat backs the weapon and upgrades it. You can also use this feature to merge any weapons that you have given enhancements to.

Organizer

Fencing Sword -100 CP (Free Organizer)

This elegant sword will dynamically alter its length and weight in order to best accommodate your stance and size.

Perfect Papoose -200 CP (Discount Organizer)

This attachable child sized baby harness will perfectly hold any creature shrinking them down to size. It will help to calm the creature down and reduce it's aggression.

Pearlbot -400 CP (Discount Organizer)

A robot built by Pearl in her own image which was originally designed to compete against Peridot in the "Robolympics".

It is flexible and sturdy enough to take on a gem fusion and coming out victorious.

The Universe Mach 4 -600 CP (Discount Organizer)

The "Universe Mach 4" is a spacecraft constructed by Pearl for the purpose of space travel unlike the Mark 3 this ship has an FTL engine and a full living space. It can also be fused with any other spacecraft you own giving it a combined appearance that can shift between Altforms of its component while it gains all the features of both .

Companions:

Any purchased companions gain a deep feeling of affection and attachment to you.

Cannon - Free

Anyone who chooses to follow you into the future worlds can do so for **Free**.

Import -50/200 CP

You may import a single companion for **-50 CP** gaining **+600 CP** and an origin of their choice or you can import **8** for **-200 CP**.

Magical Animal Friend Free/-50 CP

With this purchase you can get your own magical lion, if you want to become friendly with the canon lion you can have them for **Free** or customize your own magical pet for **-50 CP**.

Forgotten Friend -100 CP (Free Empathetic)

It seems that there are more versions of the loveable playmate Spinnel out there with this purchase you can have the canon friend or a custom one of your own design.

Adorable Slice of Pie -100 CP (Free Tactician)

There are many types of low ranking technological Gems and Peridot is one of them with this purchase you can have the canon kindergartener or a custom one of your own design.

Gruff Frenemy -100 CP (Free Humorist)

Jasper's are combat oriented gems who pack a mean punch and with this purchase you can have either the canon headstrong soldier or a custom one of your own design.

Maiden in the Mirror -100 CP (Free Organiser)

There are many worlds out there and a lot of Lapis Lazulis built to terraform them, with this purchase you can have the canon gem trapped in a mirror or a custom one of your own design.



Scenario:

A Monstrous Heart

If you lose control over your emotions during this jump you will take on a mindless monstrous form that uses all of your powers, perks and abilities at 200% efficiency even those you have disabled.

This form will leave you unconscious while the body goes on a rampage and can only be ended by your death or by you regaining control over your emotions.

Reward:

Should you end this jump without causing long term harm you may keep it as an Alt-form and transformation.

Just Me:

You are able to embody everything that you are

The Monster Within:

A monstrous form that uses all of your powers, perks and abilities at 200% efficiency even those you have disabled.



Drawbacks:

Replacement - Free

You can take the place of any named character.

Supplement - Free

You can use this document as a supplement for any compatible Jump document.

FanFic - Free

You can choose this Jump to take place in any Steven Universe fan fiction.

Continuity Pick and Mix - Free

You can pick and choose aspects of different Steven universe continuities to make canon to your Jump.

Don't Worry Bro None of this is Cannon - Free

You can pick any Cartoon Network shows to cross over with this jump making their events selectively canon.

Cat Fingers +100 CP

Whenever you shapeshift you will need to keep complete focus or you may find yourself losing control to the form.

Wholly Watermelons +100 CP

You keep accidentally creating army's of monsters.

What Crying Breakfast Friend are you +100 CP

People keep trying to make you take dumb personality quizzes.

Overcooked +100 CP

You're short.

I'm A Big Boy Now +100 CP

You're surprisingly childish with your mindset seemingly stuck at ten years old.

Bubbled +100 CP

You keep getting bubbles and are sent back to the temple.

Terrible Timing +100 CP

Whenever you want to hang out with someone they will be busy and any time they want to hang out with you it will be inconvenient.

That's not my home +100 CP

You will always feel out of place and you will never feel at home in this jump.

Dog Copter +100 CP

You sometimes get obsessed with childish things.

You Really Need To Train That Thing +100 CP

Any time you try to train an animal it will actively ignore you.

Who's your Little Friend +100 CP

You have an authority figure who will constantly show up and embarrass you with the best of intentions.

Together Breakfast +100 CP

You will occasionally become obsessed with something simple or childish feeling that it is the most important thing in the world.

Powerful, Partial Consciousness +100 CP

At least 3 times a month a fragment of a gem shard will get into someone's clothing and go on a rampage requiring someone stop it.

Won't like it when it hardens +100 CP

You are constantly getting covered by fluids that harden trapping you in a concrete like substance.

Pillars of Sand +100 CP

At least once per month a gem that causes the random construction of building components will appear on the beach attempting to create collapsing sand castles.

This is a really good book +100 CP

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Parasites +100 CP

Every Gem monster you fight will produce at least 10 mini versions of itself when proofed.

Shy +100 CP

You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP

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

Your Grounded +100 CP

You are not allowed to leave your house unless it's for a mission.

How Can you Eat At A Time Like This +100 CP

Whenever you panic you will get incredible cravings and a strong desire to eat.

You've Been Banned +100 CP

You have been banned from every shop in beach city.

No It's Hug Time +100 CP

Whenever you have something annoying that you have to do everyone close to you will want to hug you.

I've Been Slacking +100 CP

You start this jump slightly fat and out of shape.

Meep Morps +100 CP

You keep getting stuck with art snobs who keep being overly pretentious about their work.

I'll be dead in 50 Years +100 CP

For the duration of this Jump you lose all age resistance perks and powers.

This Is The Earth +100 CP

All of your powers and abilities will look cheap and tacky like a child put together special effects.

The Children Are Playing Swords +100 CP

You are terrible at talking with people over the phone.

Blink Of This Means You Love Me +100 CP

People keep trying to trick you into saying you love them.

Good Job not setting that one on fire +100 CP

You can not be trusted around fire, you are almost guaranteed to accidentally spread the flames.

Kevin +100 CP

You keep having to deal with human jerks.

Knows how to handle a mess +100 CP

You are a bit of a slob and your room is a complete mess.

Who Wrote This Game +100 CP

The rules for any games you play make no sense no matter how many times you read them.

What is that +100 CP

You are really bad at art and drawing.

Is that what these things are +100 CP

At least once per week you will have to deal with an artificial gem fusion.

I'm not that far away from you +100 CP

You have no control over your volume. Sometimes you will be shouting and other times you will be whispering but you won't realize until someone tells you.

I'm Helping Mr Smiley +100 CP

You feel compelled to help the various citizens of beach city.

Look at your Hair +100 CP

Somehow some parts of your body look like food.

Guacola +100 CP

Congratulations, everything you drink now tastes like Guacola.

Fighting Your Inner Cheese Demons +100 CP

You will have recurring nightmares about cheese monsters and will have to fight them every night if you want to sleep.

No I'm Thinking Of Lapis +100 CP

You keep forgetting who has what powers.

Get those gulls out of the vents +100 CP

A number of the shops you want to visit will be closed for repairs at random intervals.

So dance with me! Just say- No! +100 CP

Whenever you start singing someone will inevitably break the pace and stop the song.

Put those Puppy Dog Eyes Away +200 CP

You will not be able to manipulate others through sympathy or adorableness.

It Was An Accident I Swear +200 CP

You keep accidentally filling into compromising positions.

Cheap Hospital Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Is this torture +200 CP

You keep getting emotionally invested in concepts only for them to fall apart.

He's Dead To Me +200 CP

You have a number of pests that you can't stand who will constantly show up to bother you.

True to myself by watching myself die +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

A bit much for him +200 CP

You have a small threshold for frightening things.

This Video Tape +200 CP

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

Dave Guy +200 CP

Whenever you are after something random you will always get the most boring option.

Renaldo +200 CP

This pest will constantly bother you about his blog and complain constantly about every little thing.

You Don't Know The True Power Of The Supremo +200 CP

You are a terrible driver.

It Must Finally Be Broken +200 CP

Any gem technology that you try to use will be broken.

It's A Red Eye +200 CP

At least once a month an automated Red eye will show up. If it is not destroyed it will start to attack beach city and then move on to the rest of the world.

Deadbeat Escape Pod +200 CP

Any Gem technology that you use will probably fail and break whenever you try to use it.

Just like all my stupid powers +200 CP

All your powers are tied to your emotions.

My Plan Would Also Have Worked +200 CP

Whenever you make a plan someone else will make a slightly better one that everyone will take.

I Hate Fighting Me +200 CP

At least once per week you will have to fight a fake copy of yourself.

Is That A Weapon? +200 CP

You are overly paranoid about the dangers of any tool considering anything a potential weapon.

Doesn't Anything Work +200 CP

All human technology you attempt to use will short out and break in your hands.

Proper Sword Technique +200 CP

Anything you attempt to learn will be long and boring.

Don't Tell Me Sing Me +200 CP

You can't tell a story without singing it.

Cracked +200 CP (Requires Gem or Half Gem)

Your Gem is damaged and will need to be repaired.

Future Imperfections +200 CP

You keep getting future visions of impending danger however most of these are false alarms but not all.

You make a convincing love sick fool +200 CP

During this Jump you will become obsessed with someone and believe that your in love.

We Saw You +200 CP

Whenever you do something wrong or devious everyone will know about it.

It's Not Just A Cheap Trick +200 CP

Any powerful or effective abilities you and your alien start to use will be copied and incorporated by your enemies.

Liar +200 CP

All of your attempts at inspectional speeches will fall flat and no one will believe you.

Is it me? +200 CP

Anytime there's an issue you will feel responsible.

You do it for them +200 CP

I'm combat you tend to forget about your own well being.

Is it sinking in yet +300 CP

You have a defeatist mindset whenever you start losing and things aren't going your way your confidence quickly falls apart.

I don't want your trash +300 CP

Every gift you give is always taken in the worst way possible.

Is that onion trying to set the roller coaster on fire +300 CP

Whenever you are trying to focus on fixing a small problem, Onion will set something of yours on fire.

I Thought You Finally Understood That +300 CP

You keep mistakenly believing that people are on your side.

You Look Exhausted +300 CP

You will feel slightly tired for the entirety of this jump with that feeling growing every hour you do not sleep.

I Told You Stretching Yourself Was Bad For You +300 CP

If you over use your powers you will have very negative side effects.

I Was Only Meant To Visit For A Short Time +300 CP

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

Future Loop +300 CP

You keep having hours of your life repeat themselves at random with no one else remembering what occurred.

Everything Is Fine Now +300 CP

There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

I Say We Just Mash Them All +300 CP

You tend to have a blunt point of view taking on any problems your falcon head first.

NOOOOO! +300 CP

You will emotionally overreact to changes that occur in your life.

Common Corruption +300 CP

There are now ten times the number of corrupt Gens roaming the earth.

Now I Can't Do It Anymore +300 CP

You will randomly become incapable of using some of your perks or powers but only one at a time.

A Dangerous Gem Creature That We Never Found +300 CP

At least five times per week you will get attacked by a random Gem monster.

Claud +400 CP

You will have a panic induced breakdown the day after you make a serious mistake.

We Have No Time +400 CP

You seem to have a constant ticking clock over your head as everything you need to do will have little to no time to be done.

Well Yeah Obviously +400 CP

You keep getting attacked by creatures and entities that do not make sense within the normal Steven universe continuity.

Teacups +400 CP

You constantly feel slightly dizzy, disrupting your sense of balance and direction.

Feeling Old +400 CP

You will rapidly age to and deage to how old you emotionally feel at any second.

Suddenly Jumped The Track Of Fate +400 CP

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

I Mean Bismuth +400 CP

You will forget this drawback and repeatedly find gems that you will accidentally release. Each and every one of these gems will try to kill you.

I'm Not Putting That Thing On My Body +500 CP

You don't like human clothing and refuse to wear it.

I want the real Connie +500 CP

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

Tell Me What You Think I Did Today +500 CP

People keep telling you long boring stories that are clearly lies.

Us humans are full of surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP

At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Now Your My Prisoner +600 CP

At some point during this Jump you will get stuck fused with someone who will force you into an imprisonment of their creation.

This Is All I Can Do +600 CP

You cannot use any of your perks, powers or abilities in an offensive way.

Cluster's +600 CP

There are now 6 clusters buried under the earth's crust all set to take form at the same time.

Corrupted Gem +600 CP (Requires Gem or Half Gem)

There is something wrong with your gem that will take a monstrous toll on your mind and abilities.

Not that universe +600 CP

You appear in a random alternative continuity with most of the things you know being incorrect or completely different.

Jumper Universe Future +600 CP

After you have completed the main plot you will believe you have failed your chain and are stuck in this jump setting without a purpose.

Powerless +600 CP

You have lost all of your out of jump Perks, Powers and abilities other than bodymods.

Empty Pockets +600 CP

You have lost all of your out of jump items, warehouse and attachments other than bodymods.

Ending:**Go Home**

Your chain ends, your Drawbacks are lifted, and you and your companions are returned to your homeworld.

Stay Here

Your chain ends, your Drawbacks are lifted, and this world becomes your new home.

Move On

Your Drawbacks are lifted and your chain continues

Power Combos:

Perk Fusion + Full Control

You can bestow a copy of any perk you have to anyone you make physical contact with.

Gem Creation + Biologically Compatible

After puberty the user will be able to produce **Full-Gem** or **Half-Gem** children depending on the other parent's race.

Regardless of the other parent's race they will be unharmed by the reproductive cycle.

If the other parent is a Full-Gem or similar race the Child will be a Full-Gem of the same type as their parent gaining all of their Gem powers, they will gain the **Growth Power** as if they were a Half-Gem.

The Full-Gem Child will go through the mental and physical development of a human child at a similar rate, until they reach adulthood.

Any child produced with a parent from a non-Gem race will gain a Gem that only contains their subconscious and allows them to access all Free Gem powers as a Half-Gem.

Creature Creation + Photokinesis

You can create a holographic copy of yourself which can act as if it were you but will not be able to interact with the physical world.

Pyrokinesis + Photokinesis

You can emit a laser light that will cause its target to burst into flames.

Ferrokinesis + Photokinesis

You can emit a laser light in order to target metal and control it at any range so long as you keep a target lock using the light.

Handy Tools + Photokinesis

You can create a dynamic holographic 3D blueprint and demonstrative steps that you need to take in order to construct what you are planning to make.

Engulfing + Photokinesis

You can create an illusionary prison that imprisons any light construct.

Corrosive Acid Generation + Photokinesis

You can emit a laser light that will cause its target to corrode as if soaked in acid.

Electrical Interference + Photokinesis

You can emit a laser light in order to target a device and control it at any range so long as you keep a target lock using the light.

Gem Storage + Photokinesis

You can emit a laser light in order to store or release any object you are targeting as if using **Gem Storage** through physical contact.

Wings Frame + Photokinesis

You can form wings out of light allowing your wings to become intangible.

Hydrokinesis + Photokinesis

You can emit a laser light that will cause its target to become hydrated as if soaking in water.

Elasticity + Photokinesis

You can emit a light that makes anything you target elastic.

Spin Dash + Photokinesis

You can emit light in order to accelerate your Spin Dash speed.

Phytokinesis + Photokinesis

You can emit a light that makes any plants you target grow quickly and healthily.

Cryokinesis + Photokinesis

You can emit a laser light that will cause its target to freeze over and get covered in ice.

Future Vision + Photokinesis

You can emit a 2D image of segments of the futures that you see.

Levitation + Photokinesis

You can emit a light that allows you to control the speed of the target's ascent and descent.

Enhanced State + Photokinesis

You can produce a blinding light from any part of your body.

Gem Creation + Photokinesis

You can emit a light that allows you to create gems at a distance.

Gem Healing + Photokinesis

You can emit a light that allows you to heal a target at a distance.

Gem Empathy + Photokinesis

You can emit a light that allows you to read a target's emotions at a distance.

Gem Possession + Photokinesis

You can emit a light that allows you to control a target from a distance.

Gem Lightning + Photokinesis

You can emit a laser light that will cause its target to become electrified as if struck by lightning.

Weapon-Summoning + Photokinesis

Your weapons can now emit light as your gem does.

Gravity Shifting + Photokinesis

Your body automatically adjusts your vision by automatically adapting to changing light conditions to protect you from bright lights including blinding flashes of light that some weapons produce.

Regeneration + Photokinesis

When poofed you can use your light to communicate externally.

Shapeshifting + Photokinesis

When taking a form you can plan out your shape using the light for a framework model.

Bubble Shield + Photokinesis

You can alter the brightness of your shield to make it difficult to see within the shield.

Bubbling + Photokinesis

You can make a Bubble and its content completely invisible.

Aura Projection + Photokinesis

You are able to use your light source in order to transmit methods of communication.

Fusion + Photokinesis

You can emit a number of alternating lights in your various gem component colors.

Creature Creation + Fusion

While fused you can create copies of yourself and anyone you have fused with.

Pyrokinesis + Fusion

You are able to incorporate any of your fire perks or powers with your pyrokinesis.

Ferrokinesis + Fusion

You are able to incorporate any of your magnetic perks or powers with your Ferrokinesis.

Gem Hologram + Fusion

You are able to create a holographic representation of any theoretical fusion between yourself and someone else.

Handy Tools + Fusion

You can copy any technological, construction or crafting knowledge that your fusie knows.

Engulfing + Fusion

When you fuse with someone you can trap them within you as if they were engulfed.

Corrosive Acid Generation + Fusion

You are able to incorporate any of your acid perks or powers with your Gem Acid.

Electrical Interference + Fusion

When fused you are able to parallel process information at a faster rate with your data compression multiplying by the capacity of each component.

Gem Storage + Fusion

You are able to temporarily combine any two items in your storage while you are fused.

Wings Frame + Fusion

When fused you are able to set up multi structure wing sets to support your combined body.

Hydrokinesis + Fusion

You are able to incorporate any of your water perks or powers with your Hydrokinesis.

Elasticity + Fusion

You are able to inflate your fusion in order to increase its strength and mass at the cost of its speed.

Spin Dash + Fusion

You are able to rearrange the internal components of your fusion in order to change what aspects of each fusie is prominent in the fusion.

Phytokinesis + Fusion

You are able to integrate plants into your fusion so that you gain their benefits.

Cryokinesis + Fusion

You are able to incorporate any of your ice or snow perks or powers with your cryokinesis.

Future Vision + Fusion

Your future vision will be enhanced with the knowledge and viewpoint of your fusion's components, forming a model that can take more possibilities into account than you could on your own.

Levitation + Fusion

When you intend to fuse with someone you are able to pull yourself and them towards one another as if falling at terminal velocity and safely declaring when close to one another.

Enhanced State + Fusion

Any fusion you are a part of will be able to activate an **Enhanced State** that functions as if each of the fusions were in an **Enhanced State** when they fused.

Gem Creation + Fusion

You are able to create temporary gems and instantly fuse into them gaining moderate boost but less than if you had fused with a full gem.

Gem Healing + Fusion

Any components of a fusion are healed with your Gem Healing when defusing.

Gem Empathy + Fusion

You are able to control how much of each gem component is able to influence the emotions of the fusion.

Gem Possession + Fusion

You are able to control how much of each mind is able to influence the fusion.

Gem Lightning + Fusion

By striking someone with your lightning you are able to separate a fusion into its base components.

Weapon-Summoning + Fusion

When you fuse your weapon combines with the weapons of other fusions.

Gravity Shifting + Fusion

Your fusions can adapt all of its components to the current environment.

Regeneration + Fusion

Any time you fuse you and your fusion will be restored to full health as if having gone through a full regeneration.

Shapeshifting + Fusion

You have full control of the appearance of the result when fusing.

Bubble Shield + Fusion

You are able to combine your shield with any other defensive perks or powers that you already have.

Bubbling + Fusion

you can fuse with Bubbled Gems in order to gain their power but without their influence.

Aura Projection + Fusion

You are able to fuse together with any other valid target within range of your aura.

Creature Creation + Aura Projection

You can communicate with your creations through your Aura.

Pyrokinesis + Aura Projection

You are able to cause burns and fire using your aura.

Ferrokinesis + Aura Projection

You are able to infuse your aura into objects in order to give them any of the properties that any metal you can control would have.

Gem Hologram + Aura Projection

You are able to create a hard light representation of your aura.

Handy Tools + Aura Projection

Anything you build can be set to resonate with your Aura preventing anyone without it from using your creations.

Engulfing + Aura Projection

You are able to restrain someone using the pressure of your Aura.

Corrosive Acid Generation + Aura Projection

Your aura gains corrosive properties, making anything that touches it melt like it was in contact with acid.

Electrical Interference + Aura Projection

You are able to passively take control using your aura.

Gem Storage + Aura Projection

You are able to store anything within range of your aura as if you were touching it.

Wings Frame + Aura Projection

You are able to format your aura into a functional set of intangible wings.

Hydrokinesis + Aura Projection

You are able to store the effects of your aura in liquid form with different combinations having different colors and textures. When created you can choose for these liquids to either be used as a contact fluid or consumable fluid.

Elasticity + Aura Projection

You are able to narrow the beam of your aura in order to extend its range.

Spin Dash + Aura Projection

By combining the rotational aspects of your spin dash with your aura projection you are able to use your aura to give anyone you want to target with this an extreme sense of nausea causing them to feel dizzy and have difficulty walking.

Phytokinesis + Aura Projection

Your aura is able to radiate an energy that strengthens plants and helps them to grow.

Cryokinesis + Aura Projection

You are able to create ice and freeze targets using your aura.

Future Vision + Aura Projection

You are able to temporarily bestow someone you future vision by making physical contact with them.

Levitation + Aura Projection

You are able to project your aura in order to levitate yourself or something else.

Enhanced State + Aura Projection

you project your Aura as a form of attack similar to sonic weapons.

Gem Creation + Aura Projection

You can implant any gem you create with a copy of your aura allowing you to trick others into believing it is you.

Gem Healing + Aura Projection

You are able to temporarily restore a gem to its optimal state using your aura alone though they may revert with time.

Gem Empathy + Aura Projection

You are able to destabilize the emotional state of other gems with your aura though they will be able to recover with time.

Gem Possession + Aura Projection

You are able to destabilize the mental state of other gems with your aura though they will be able to recover with time.

Gem Lightning + Aura Projection

You are able to destabilize the physical forms of other gems with your aura though they will be able to recover with time.

Weapon-Summoning + Aura Projection

You are able to shape your aura into your weapons in order to bypass physical barriers.

Gravity Shifting + Aura Projection

You can emit a small aura field that protects everyone from environmental damage.

Regeneration + Aura Projection

When unconscious or in your gem state you can communicate using your aura.

Shapeshifting + Aura Projection

You are able to alter your aura in order to mimic the aura of others.

Bubble Shield + Aura Projection

You are able to force out your aura in order to create a repulsive pulse that can push away and deflect projectiles.

Bubbling + Aura Projection

You can use your Aura to communicate with Bubbled Gems.

Creature Creation + Bubbling

You can animate your bubbles to take actions that you dictate and to teleport any of your creations to any location via bubbles that pop on arrival.

Pyrokinesis + Bubbling

You are to engulf yourself in fire in order to teleport yourself.

Ferrokinesis + Bubbling

You are able to reinforce bubbles with an additional protective shell that functions as if it were made from metal.

Gem Hologram + Bubbling

You create bubbles at a distance.

Handy Tools + Bubbling

You are able to create tools that can copy the teleportation features off a bubble.

Engulfing + Bubbling

You can bubble anything you engulf and teleport yourself home with it.

Corrosive Acid Generation + Bubbling

Any objects that you have stored in your bubbles can be melted at will.

Electrical Interference + Bubbling

You are able to make any bubbles you create act like a Faraday cage that blocks external electromagnetic fields.

Gem Storage + Bubbling

You are able to store any of the bubbles you create inside of your gem storage.

Wings Frame + Bubbling

You are able to fold your wings into a bubble in order to teleport yourself anywhere you feel safe.

Hydrokinesis + Bubbling

You are able to travel instantly between any interconnected water points.

Elasticity + Bubbling

You are able to create an artificial FTL drive by creating a subspace bubble that compresses the spacetime in front of you and expands the spacetime behind you simultaneously pulling you forwards and pushing you forwards faster than light by reducing the distance.

Spin Dash + Bubbling

You can create Bubbles at the end of your hair that can latch onto any target they strike.

Phytokinesis + Bubbling

Your bubbles are capable of seeding plant life around them without damaging the bubble.

Cryokinesis + Bubbling

Your bubbles are able to construct and support independent structures.

Future Vision + Bubbling

Through your future vision you can create two interlocking points in space that replicate the teleportation functions of a bubble and act as a teleportation portal.

Levitation + Bubbling

Any bubbles you create are self supporting and will automatically maneuver away from dangers.

Enhanced State + Bubbling

You can create groupings of hexagonal interlocking plates that combine into a far more durable bubble or act as an individual bubble.

Gem Creation + Bubbling

You can bubble and send any gem you create to any location you know.

Gem Healing + Bubbling

Anything within a Bubble is passively healed as if in your healing tears.

Gem Empathy + Bubbling

You can read the emotions of anything within one of your bubbles regardless of range.

Gem Possession + Bubbling

You can instantly take control over the body of anything you Bubble.

Gem Lightning + Bubbling

Any bubbles you create are able to defend themselves against predetermined targets by projecting limited lightning blasts.

Weapon-Summoning + Bubbling

You can create bubble weapons such as boxing gloves and instantly bubble any gems you pop.

Gravity Shifting + Bubbling

Your bubbles have a dynamic environment that protects everyone inside.

Regeneration + Bubbling

When you poof your gem is instantly bubbled and teleported somewhere safe before the bubble pops and lets you reform.

Shapeshifting + Bubbling

You are able to reshape your bubbles in order to disguise them as whatever you want them to look like.

Creature Creation + Bubble Shield

You can animate your Bubbles Shield in order for it to maneuver itself like a vehicle.

Pyrokinesis + Bubble Shield

You are able to create shields and walls of fire.

Ferrokinesis + Bubble Shield

You are able to create shields and walls of metal.

Gem Hologram + Bubble Shield

You can change the external appearance of anything you bubble.

Handy Tools + Bubble Shield

You can develop handheld tools that can replicate a shield as strong as you are capable of creating.

Engulfing + Bubble Shield

You are able to bestow any restraints you use engulfing for so that they are automatically defended by shields should something attempt to damage the restraints.

Corrosive Acid Generation + Bubble Shield

You are able to create shields and walls of acid.

Electrical Interference + Bubble Shield

You are able to create digital shields that protect any device you take control of.

Gem Storage + Bubble Shield

Your Gem storage is shielded from sub dimensional instructions in the unlikely event that something has the capacity to do so.

Wings Frame + Bubble Shield

Your wings are able to bestow a shield that both blocks wind and deflects force.

Hydrokinesis + Bubble Shield

You are able to create shields and walls of water.

Elasticity + Bubble Shield

You are able to stretch and compress your shield so that although it becomes smaller it becomes more durable.

Spin Dash + Bubble Shield

Any shield you create is able to produce spikes that are able to replicate the effects of spin dash.

Phytokinesis + Bubble Shield

You are able to create shields and walls of plant matter.

Cryokinesis + Bubble Shield

You are able to create shields and walls of ice or snow.

Future Vision + Bubble Shield

You can use reactive reinforcement measures on your shields so that they are programmed to preemptively reinforce themselves in order to counter the strongest blows during a fight.

Levitation + Bubble Shield

You are able to levitate your bubble shields through the air and hold them in mind air position as if you were holding them on the ground.

Enhanced State + Bubble Shield

You can create a series of interlocked diamond shapes that can take on any size or combinations such as walls or buildings.

Gem Creation + Bubble Shield

You can build into gems you create a reactive shield that will activate whenever danger approaches them.

Gem Healing + Bubble Shield

Your shield will passively heal anyone it is protecting at a lower but proportional degree to your Gem Healing.

Gem Empathy + Bubble Shield

You are able to create an empathetic shield that helps protect your emotions from any emotional influence including loyalty altering effects.

Gem Possession + Bubble Shield

You are able to create a mental shield that helps protect your mind from any form of interference.

Gem Lightning + Bubble Shield

You are able to create shields and walls of lightning.

Weapon-Summoning + Bubble Shield

You can incorporate your Shields into your weapons allowing you to have defensive with offense.

Gravity Shifting + Bubble Shield

Your bubble shield generates its own internal atmosphere that protects anyone within it from environmental hazards.

Regeneration + Bubble Shield

When your bubble shield is broken it will start to repair itself.

Shapeshifting + Bubble Shield

You can dynamically change the shape and size of any shield you make.

Creature Creation + Shapeshifting

You can dynamically design the appearance of your creations.

Pyrokinesis + Shapeshifting

You can dynamically change the shape and size of any fire you make or take control of.

Ferrokinesis + Shapeshifting

You can dynamically change the shape and size of any metal you take control of.

Gem Hologram + Shapeshifting

You have dynamic control over the shape and size of any hologram you make.

Handy Tools + Shapeshifting

You are able to design your creations so that they can shift between any number of constructed forms allowing you to have one tool to do many jobs.

Engulfing + Shapeshifting

You are able to dynamically change the shape and structure of any restraints you make.

Corrosive Acid Generation + Shapeshifting

You can dynamically change the shape and size of any acid you make.

Electrical Interference + Shapeshifting

You are able to completely restructure your digital imprint when searching online.

Gem Storage + Shapeshifting

You are able to reshape objects and materials that are within your storage to any shape you desire.

Wings Frame + Shapeshifting

You can dynamically change the shape and size of your wings.

Hydrokinesis + Shapeshifting

You can dynamically change the shape and size of any water you make or take control of.

Elasticity + Shapeshifting

You are able to dynamically change the shape and size of any parts of yourself allowing you to form lures such as reshaping a finger into a full person.

Spin Dash + Shapeshifting

You are able to take the form of a perfect sphere preventing drag.

Phytokinesis + Shapeshifting

You can dynamically change the shape and size of any plants you make or take control of.

Cryokinesis + Shapeshifting

You can dynamically change the shape and size of any ice you make or take control of.

Future Vision + Shapeshifting

You are able to reflexively alter your perception in order to selectively see any location in real time.

Levitation + Shapeshifting

You are able to alter your form so that your body parts are able to move independent of your body through your levitation.

Enhanced State + Shapeshifting

you can optimize the capabilities of any form you take.

Gem Creation + Shapeshifting

You can dynamically change the shape and size of any gem you make.

Gem Healing + Shapeshifting

When another Gem has been poofed you can quickly reform them without negative side effects and gain an amount of control over the new form they take.

Gem Empathy + Shapeshifting

You can dynamically change the emotions that you project even if they are not the emotions you are feeling.

Gem Possession + Shapeshifting

When you take over someone you are able to alter their body as if using shapeshifting.

Gem Lightning + Shapeshifting

You can dynamically change the shape and size of the lightning you make.

Weapon-Summoning + Shapeshifting

You can dynamically change the shape and size of your summoned weapon.

Gravity Shifting + Shapeshifting

You can alter your physical form to optimize against the environment gaining additional features and capabilities.

Regeneration + Shapeshifting

Whenever you are poofed you will have full control over how you look afterwards and you will be able to control your outwards age at will.

Creature Creation + Regeneration

Anything you create can be poofed when damaged in order to repair and redesign itself.

Pyrokinesis + Regeneration

You can absorb fire to speed up your regeneration.

Ferrokinesis + Regeneration

You can coat your gem in a metal frame that will act as a temporary form.

Gem Hologram + Regeneration

While regenerating you can coat yourself in a fragile hard light hologram of yourself as a temporary form.

Handy Tools + Regeneration

You can design your tools with a self repair function allowing them to sustain their state and capabilities as long as its core does not take too much damage.

Engulfing + Regeneration

You are able to force regeneration on anything you engulf.

Corrosive Acid Generation + Regeneration

While unconscious or in a regenerative state you are able to use your acid in order to consume materials to accelerate your regeneration.

Electrical Interference + Regeneration

While in your gem state or unconscious you can take control of nearby technology and use it for communication.

Gem Storage + Regeneration

While regenerating you can store yourself in a pocket dimension and retrieve yourself before reforming in the same location.

Wings Frame + Regeneration

You are able to use your wings even while poofed or unconscious.

Hydrokinesis + Regeneration

You can absorb water to speed up your regeneration.

Elasticity + Regeneration

When unconscious or regenerating you are able to change your size and body proportions to a state that you want.

Spin Dash + Regeneration

You are able to regenerate damage during Spin Dash at the same rate as if you were poofed.

Phytokinesis + Regeneration

You can coat your gem in plant constructs to act as a temporary form.

Cryokinesis + Regeneration

You can coat your gem in an ice shell to act as a temporary form.

Future Vision + Regeneration

While regenerating you are able to focus all non-priority processing power into predicting as many alternative futures which you will be able to process in real time.

Levitation + Regeneration

While unconscious or in your gem state you can float and maneuver yourself under your own power to safety.

Enhanced State + Regeneration

If you poof you restore almost instantly and any damage you take is instantly healed.

Gem Creation + Regeneration

When regenerating you can replace any missing parts of your gem.

Gem Healing + Regeneration

Any damage you take is perfectly restored, preventing a deformed body from a rushed regeneration, scars, fracture marks or any other evidence of physical harm.

Gem Empathy + Regeneration

While unconscious or regenerating you can have earnest and honest telepathic communication with someone where they cannot lie to you and will have to consider your words regardless of their opinions of you.

Gem Possession + Regeneration

While unconscious or regenerating you can take control of someone else as a temporary host.

Gem Lightning + Regeneration

You can absorb electricity to speed up your regeneration.

Weapon-Summoning + Regeneration

When regenerating you can integrate aspects of your weapon into your new form.

Gravity Shifting + Regeneration

When repaired any damage done to your body is improved upon, gaining resistance to whatever caused the damage.

Creature Creation + Gravity Shifting

Anything you create can manipulate its own environmental settings.

Pyrokinesis + Gravity Shifting

You become immune to fire and all forms of heat.

Ferrokinesis + Gravity Shifting

You become immune to magnetism

Gem Hologram + Gravity Shifting

You are able to project an area to take on the conditions of any environment you have experienced.

Handy Tools + Gravity Shifting

Your creations can be built to dynamically adapt to the environment you are working in preventing them from deforming while being used

Engulfing + Gravity Shifting

You can change the environmental conditions of anyone you restrain.

Corrosive Acid Generation + Gravity Shifting

You become immune to acid and all forms of corrosion.

Electrical Interference + Gravity Shifting

You are able to take limited control over the local environmental weather patterns such as increasing the density of rain or likelihood of thunderstorms.

Gem Storage + Gravity Shifting

You are able to control the environmental settings within your Gem storage.

Wings Frame + Gravity Shifting

Your wings are able to envelop you in an environmental protection field that allows you to fly regardless of gravitational forces or pressure levels.

Hydrokinesis + Gravity Shifting

you become immune to drowning.

Elasticity + Gravity Shifting

Your body automatically adjusts to different pressurized environments so that you have no notable discomfort making you unaffected by the high pressure of a gas's giant and low pressure of the void of space including removing any need you have for oxygen.

Spin Dash + Gravity Shifting

You are able to distort the local environmental force so that the heat and gravity surrounding your spin dash is constantly changing.

Phytokinesis + Gravity Shifting

you become resistant to plants and their toxins.

Cryokinesis + Gravity Shifting

you become immune to ice and all forms of cold.

Future Vision + Gravity Shifting

You are able to integrate your future vision with any other method of special senses and prediction with all of them gaining the benefits of the others.

Levitation + Gravity Shifting

You are able to alter the immediate area's gravity in order to alter it between half the earth's gravity and double the earth's gravity with the range growing with training.

Enhanced State + Gravity Shifting

your body will make an imprint when visiting more dangerous locations allowing you to toggle the protections and enhancements gained from those locations so that you can use the enhanced strength and durability gained from a high gravity world whenever you wish.

Gem Creation + Gravity Shifting

You can create an incubator that when planted will help the gem inside grow over thousands of years into a true Gem.

Gem Healing + Gravity Shifting

Whenever you heal someone with your Gem Healing they are able to passively adapt to the damage done so that they are more resistant to it next time.

Gem Empathy + Gravity Shifting

You are able to emit a passive sense of comfort that makes anyone around you feel safer and happier when near you.

Gem Possession + Gravity Shifting

You are able to emit a passive sense of authority that makes anyone around you feel as though you are important and in charge when they are near you.

Gem Lightning + Gravity Shifting

You are able to incorporate any of your lightning perks or powers with your Gem Lightning.

Weapon-Summoning + Gravity Shifting

Your weapons are able to adapt to any environment and change form slightly to adapt.

Creature Creation + Weapon-Summoning

Any entities you create can shift themselves into an alternative weapon form.

Pyrokinesis + Weapon-Summoning

You can incorporate fire into your summoned weapons.

Ferrokinesis + Weapon-Summoning

You can incorporate metal into your summoned weapons.

Gem Hologram + Weapon-Summoning

You can incorporate holographic replications of any weapons and incorporate extensions into any of your summoned weapons.

Handy Tools + Weapon-Summoning

By intending to alter a weapon you can instantly understand how to develop attachments for any weapon that enhance their features and capabilities.

Engulfing + Weapon-Summoning

You can incorporate restraints into your summoned weapons.

Corrosive Acid Generation + Weapon-Summoning

You can incorporate acid into your summoned weapons.

Electrical Interference + Weapon-Summoning

You can take control of your weapon from any range.

Gem Storage + Weapon-Summoning

You can store anything you separate using your weapon into your gem storage.

Wings Frame + Weapon-Summoning

You can incorporate aspects of your weapon into your wings.

Hydrokinesis + Weapon-Summoning

You can incorporate water into your summoned weapons.

Elasticity + Weapon-Summoning

You can stretch your weapon as if it were a part of your body.

Spin Dash + Weapon-Summoning

You can incorporate your gem weapon into your spin attack.

Phytokinesis + Weapon-Summoning

You can incorporate plants into your summoned weapons.

Cryokinesis + Weapon-Summoning

You can incorporate ice into your summoned weapons.

Future Vision + Weapon-Summoning

Your summoned weapon can make predictive movements in order to aid you in combat.

Levitation + Weapon-Summoning

You can float and manipulate your weapons separately from your body.

Enhanced State + Weapon-Summoning

Any weapon you summon will become more durable and gain additional features to improve its capabilities.

Gem Creation + Weapon-Summoning

You can bestow your summoned weapon with an artificial intelligence in order to move on its own.

Gem Healing + Weapon-Summoning

You can incorporate your healing fluid into your weapons so that you can choose to make your attacks never kill.

Gem Empathy + Weapon-Summoning

You can reinforce your weapon using the emotions of others.

Gem Possession + Weapon-Summoning

You can take possession of anyone you strike.

Gem Lightning + Weapon-Summoning

You can incorporate lightning into your summoned weapons.

Creature Creation + Gem Lightning

You can create subordinates out of living electricity.

Pyrokinesis + Gem Lightning

When your lightning collides with something you can have it be burned or create fire as if you were using your Pyrokinesis.

Ferrokinesis + Gem Lightning

You are able to make any metal you control emit electricity at the same level as your gem lightning.

Gem Hologram + Gem Lightning

You are able to create artificial hard light lightning.

Handy Tools + Gem Lightning

You understand how to replicate your Lightning within anything you create allowing you to create destabiliser and Lightning cannons with the potential power increasing as your Lightning does.

Engulfing + Gem Lightning

You are able to set your Lightning to physically trap the targets preventing them from moving under their own effort.

Corrosive Acid Generation + Gem Lightning

You are able to emit a fluid that will forcefully revert any form that comes into contact with it and disable any form of shapeshifting forcing the target into its default form.

Electrical Interference + Gem Lightning

You are able to give your Gem lightning the same features as your electrical interference.

Gem Storage + Gem Lightning

You are able to store and retrieve electrical energy within a separate storage point.

Wings Frame + Gem Lightning

You are able to channel your lightning into your wings in order to boost your forward momentum.

Hydrokinesis + Gem Lightning

You are able to have any water you control emit electricity as if you were projecting it.

Elasticity + Gem Lightning

You are able to emit a small electrical current through your body allowing you to produce direct lightning bolts during physical combat which can also be used to cause a target to lose control over its body.

Spin Dash + Gem Lightning

Your Spin Dash now generates lightning during strikes.

Phytokinesis + Gem Lightning

You are able to grow plants that can emit lightning blasts.

Cryokinesis + Gem Lightning

You are able to solidify lightning to act both as a power source of explosive bolt on collision.

Future Vision + Gem Lightning

You are able to use your Gem lightning to force a target into any form your future vision can visibly see it taking.

Levitation + Gem Lightning

You are able to ride on any electric current including a lightning bolt should you be struck by one.

Enhanced State + Gem Lightning

you can enhance your Lightning in order to improve its power dramatically.

Gem Creation + Gem Lightning

Your lightning can be used to overload a gem causing it to poof and revert to its initial settings.

Gem Healing + Gem Lightning

You can restore the physical state of any damaged or corrupted Gem but the restoration may degrade if the gem remains damaged.

Gem Empathy + Gem Lightning

You are able to change a target's appearance to match their emotional state.

Gem Possession + Gem Lightning

You are able to change a target's appearance to match their mental state.

Creature Creation + Gem Possession

You can create parasites that take control of your target.

Pyrokinesis + Gem Possession

You are able to take full physical control of any fire.

Ferrokinesis + Gem Possession

You are able to take full physical control of any metal.

Gem Hologram + Gem Possession

You are able to take full physical control of any of your holograms.

Handy Tools + Gem Possession

You know how to create anti-possession equipment of all shapes and sizes.

Engulfing + Gem Possession

You are able to lock a target's mind away forcing them to act on instinctual intelligence.

Corrosive Acid Generation + Gem Possession

You are able to take full physical control of any acid.

Electrical Interference + Gem Possession

You are able to take full body control over any technology you interface with.

Gem Storage + Gem Possession

You are able to store a target's mind within a pocket space leaving the target in a vegetative state even when not possessing them.

Wings Frame + Gem Possession

You can bestow anyone you possess with wings like yours.

Hydrokinesis + Gem Possession

You are able to take full physical control of any water.

Elasticity + Gem Possession

You are able to enter into a person's mindscape in order to help deal with mental issues.

Spin Dash + Gem Possession

You are able to cause a target to become mentally unstable and violently swing between psychological extremes.

Phytokinesis + Gem Possession

You are able to take full physical control of any plants.

Cryokinesis + Gem Possession

You are able to take full physical control of any ice.

Future Vision + Gem Possession

You are able to see a target's personal past and what their intentions and plans are for the future.

Levitation + Gem Possession

You can set any willing mind to be set as a component within a hive mind you control. Each mind can be set to either communicate with you as if through telepathy or synchronize with your own making them an extension of you.

Enhanced State + Gem Possession

you can take over as many targets as you wish from a much further distance.

Gem Creation + Gem Possession

Any Gem you create can be set to be mentally identical to you except it is completely loyal to you with you being able to take over its body at will.

Gem Healing + Gem Possession

You can restore the mental state of any damaged or corrupted Gem but the restoration may degrade if the gem remains damaged.

Gem Empathy + Gem Possession

You can take full control over the target's emotional state.

Creature Creation + Gem Empathy

You can bring your creations to sentient life with their own emotions.

Pyrokinesis + Gem Empathy

You are able to inflame the emotional state of a target marking them far more prone to acts of violence and aggression.

Ferrokinesis + Gem Empathy

You are able to help stabilize the emotional state of a target, calming their emotions so they can better control their emotional state.

Gem Hologram + Gem Empathy

You are able to make hard light representations of a target's emotional state.

Handy Tools + Gem Empathy

You can create tools that allow individuals to share their emotions and experiences with one another either on a personal scale or multi-solar system scale.

Engulfing + Gem Empathy

You are able to lock a target's emotions away forcing them to act in an almost robotic manner.

Corrosive Acid Generation + Gem Empathy

You are able to corrode a target's emotional control making them far more likely to have extreme mood swings.

Electrical Interference + Gem Empathy

You are able to bestow artificial emotions to any technology you interface with.

Gem Storage + Gem Empathy

You are able to segment and store your own and the emotions of others until they are ready to deal with them.

Wings Frame + Gem Empathy

You are able to heighten the durability and maximum speed of your wings by reinforcing them with your emotions. Different emotions may have additional effects on the wings.

Hydrokinesis + Gem Empathy

You are able to lower the emotional state of a target making them feel more depressed or sad.

Elasticity + Gem Empathy

You are able to enter into a person's dreamscape in order to help deal with emotional issues.

Spin Dash + Gem Empathy

You are able to cause a target to become emotionally unstable and violently swing between emotional extremes.

Phytokinesis + Gem Empathy

You are able to seed false emotions within a target that they should be able to determine as fake with self reflection and time.

Cryokinesis + Gem Empathy

You are able to paralyze the emotional capabilities of a target for a short period of time.

Future Vision + Gem Empathy

You are able to use your future vision in order to see the things that will have strong emotional effects on the target and what those effects are.

Levitation + Gem Empathy

You are able to heighten the emotions of a target making them feel happier and more excited.

Enhanced State + Gem Empathy

you can supercharge the emotional state of your target allowing their feelings to be clearer and far stronger.

Gem Creation + Gem Empathy

you can completely restore even a fragment of a broken gem to its optimal state.

Gem Healing + Gem Empathy

You can restore the emotional state of any damaged or corrupted Gem but the restoration may degrade if the gem remains damaged.

Creature Creation + Gem Healing

Your creations are able to produce a healing liquid almost the same as yours.

Pyrokinesis + Gem Healing

You are able to apply your healing capabilities to your fire and regenerate the target to a younger state.

Ferrokinesis + Gem Healing

Your healing ability will now function on metal objects and structures.

Gem Hologram + Gem Healing

You are able to make a full 3D model of anyone that automatically highlights any areas of damage or concern.

Handy Tools + Gem Healing

You know how to develop many forms of medical devices that can integrate methods of replicating your healing capabilities.

Engulfing + Gem Healing

You have complete control over the healing rates and capabilities of anyone you have restrained using your gem abilities.

Corrosive Acid Generation + Gem Healing

You are able to apply your healing capabilities to your acid allowing it to repair any form of surface damage.

Electrical Interference + Gem Healing

You are able to repair any code or components within any technology that you interface with.

Gem Storage + Gem Healing

You are able to passively fill a reserve of your healing fluid to distribute when needed.

Wings Frame + Gem Healing

You are able to store your healing fluid within feathers that can be projectile fires in order to apply to a target.

Hydrokinesis + Gem Healing

Any water you control can take on the properties of your gem healing.

Elasticity + Gem Healing

When using your healing fluid on someone you can choose for it to heal them incorrectly so that aspects of their body heal into shapes or positions different that they originally were.

Spin Dash + Gem Healing

You are able to regrow anyone's hair through the application of your healing fluid.

Phytokinesis + Gem Healing

Any of the plants you create can have your healing capabilities that can be used for medical components or food.

Cryokinesis + Gem Healing

You are able to encase someone in ice in order to put them into a long term stasis where they will be in optimal health.

Future Vision + Gem Healing

You are able to preemptively heal a target by having them absorb timed release healing fluid that will activate when they need it.

Levitation + Gem Healing

When healing someone you are able to automatically remove any foreign object from their body and if needed replace them with the organic equivalent.

Enhanced State + Gem Healing

Your enhanced tears can now restore anyone back to life from death to a near perfect state of health and completely restore a poofed broken gem to its optimal state even if it's cracked.

Gem Creation + Gem Healing

The Gems you create are capable of producing healing fluid.

Creature Creation + Gem Creation

You can create Gems that are simple but can with time become fully sentient Gems.

Pyrokinesis + Gem Creation

You are able to create gems who can choose to create fire formations around their body instead of hard light forms.

Ferrokinesis + Gem Creation

You are able to create gems who can choose to create metal formations around their body instead of hard light forms.

Gem Hologram + Gem Creation

The Gems you create are able to copy any physical form around themselves either by scanning it or having the specifications sent to them.

Handy Tools + Gem Creation

You know how to integrate different types of Gem including fully developed and partial fragments into the devices you create allowing them to gain a form of AI and the capabilities of those gems.

Engulfing + Gem Creation

You are able to create structures out of Gem materials that are not capable of being sentient or alive but can be programmed to replicate gem abilities.

Corrosive Acid Generation + Gem Creation

You are able to create gems who can choose to create acid formations around their body instead of hard light forms.

Electrical Interference + Gem Creation

You can develop gems to integrate into technology either overriding them or aiding in their development.

Gem Storage + Gem Creation

You will be able to retrieve and store any of your created Gems from any range.

Wings Frame + Gem Creation

You are able to produce gem feathers from your wings that can be used as powerful cutting projectiles and if buried they can grow into new gems.

Hydrokinesis + Gem Creation

You are able to create gems who can choose to create water formations around their body instead of hard light forms.

Elasticity + Gem Creation

You are able to resize and repair the structure of any underdeveloped or overcooked Gem.

Spin Dash + Gem Creation

During gem creation, you can perform rapid spin in gem, in order to shoot out any impurity in them.

Phytokinesis + Gem Creation

You are able to create gems who can choose to create plant life formations around their body instead of hard light forms.

Cryokinesis + Gem Creation

You are able to create gems who can choose to create ice formations around their body instead of hard light forms.

Future Vision + Gem Creation

Any Gem you create can be optimized in order to deal with the tasks they will be most likely to face.

Levitation + Gem Creation

Any Gems created can have the ability to levitate themselves either in a pre-programmed way or if the gem is intelligent it can move though its own independent intention.

Enhanced State + Gem Creation

You create massive gems almost instantly.

Creature Creation + Enhanced State

Any of your creations can enter into an **Enhanced State** at will.

Pyrokinesis + Enhanced State

You can enhance your fire in order to improve its power dramatically.

Ferrokinesis + Enhanced State

You can improve the range and scale of your magnetic control allowing you to pick up more items and heavier items.

Gem Hologram + Enhanced State

You can create far larger and more detailed holograms that are almost indistinguishable from the real thing.

Handy Tools + Enhanced State

Any equipment you make will become far more durable and gain additional features to improve its capabilities.

Engulfing + Enhanced State

you are able to better reinforce the durability of your restraints making it become near indestructible and grow in durability as you do.

Corrosive Acid Generation + Enhanced State

you can enhance your acid in order to improve its power dramatically.

Electrical Interference + Enhanced State

you can improve the range and scale of your technological control allowing you to manipulate more devices simultaneously.

Gem Storage + Enhanced State

your spinning speed is far faster and your hair is far more durable and sharp.

Wings Frame + Enhanced State

your wing will become near indestructible and grow in durability as you do.

Hydrokinesis + Enhanced State

you can improve the range and scale of your water control allowing you to manipulate more water simultaneously.

Elasticity + Enhanced State

you are able to stretch your body out to extreme distances and coil parts of your body in order to increase the power of your strikes.

Spin Dash + Enhanced State

your spinning speed is far faster and your hair is far more durable and sharp.

Phytokinesis + Enhanced State

you can improve the range and scale of your plant control allowing you to manipulate more plants simultaneously.

Cryokinesis + Enhanced State

you can enhance your ice in order to improve its power dramatically.

Future Vision + Enhanced State

The range and accuracy of your future vision is improved, it also gives you a subconscious real time prediction of the next few seconds that aid your instinctive reflexes.

Levitation + Enhanced State

you will gain a finer control over your levitation and speed of movement

Creature Creation + Levitation

You are capable of creating entities that can control their own propulsion.

Pyrokinesis + Levitation

You are able to create keys of fire to aid your movement's while in the air.

Ferrokinesis + Levitation

You are able to create permanently floating platforms.

Gem Hologram + Levitation

You are able to generate hard light platforms that can be used as a form of transport.

Handy Tools + Levitation

You know how to create transport technology that works off of Gem style levitation.

Engulfing + Levitation

You are able to levitate someone with their center of mass becoming their gravitational center with all loose items that make contact with them getting linked to their gravitational pull unless it holds more mass than them. This means that they will not fall or be pulled towards the ground until they manage to make physical contact with a surface or structure in contact with the ground.

Corrosive Acid Generation + Levitation

You are able to increase the density of your acid making it far more corrosive on a narrower point.

Electrical Interference + Levitation

You are able to control how heavy or light any technology you interface with is allowing you to cause spacecraft to float into space or make remote controls to heavy to lift.

Gem Storage + Levitation

You can levitate anything out of your storage and fire it off as a projectile weapon.

Wings Frame + Levitation

You have complete control over your flight momentum and maneuverability.

Hydrokinesis + Levitation

You are able to keep any amount of water you lift into the air, at the same level without your direct manipulation.

Elasticity + Levitation

You are able to inflate solid objects in order to have them function as if they were balloons.

Spin Dash + Levitation

While performing a spin dash you are able to manipulate your weight dynamically on instinct, such as reducing it when jumping and increasing it when smashing.

Phytokinesis + Levitation

Any plants you create are able to float aspects of themselves under their own power and can temporarily bestow that ability to others such as through a Propeller Flower.

Cryokinesis + Levitation

You are able to hyper condense your ice increasing its durability and resistance to heat but at the cost of making it proportionally smaller upon creation.

Future Vision + Levitation

You are able to use your future vision in order to see the past with 100% accuracy.

Creature Creation + Future Vision

You can create creatures that show predetermined views of the past or future.

Pyrokinesis + Future Vision

You are able to insert fictional aspects into any future vision you generate or show interring people and events that do not exist but what would have happened if they did.

Ferrokinesis + Future Vision

You are able to link any two metal surfaces that are the same shape and size with future vision projections that allow you to project what is being seen or said within one surface to the other in real time.

Gem Hologram + Future Vision

You are able to make real-time holographic representations of alternative future simulations.

Handy Tools + Future Vision

You can develop technology to both integrate new information into your Future Vision and to act as independent Future Visions.

Engulfing + Future Vision

You are able to dynamically develop plans to trap a target with 100% accurate simulations of how each plan would go.

Corrosive Acid Generation + Future Vision

You are able to augment any future vision you see or show others in order to misinform them of the consequences of those futures.

Electrical Interference + Future Vision

You are able to use any technology you interface with in order to gain additional information and processing power for your future visions in order to increase the accuracy and scope of predictions.

Gem Storage + Future Vision

You are able to get a full analytic rundown of anything stored within your gem storage.

Wings Frame + Future Vision

Your wings are able to make predictive movements in order to avoid collisions while flying.

Hydrokinesis + Future Vision

You are able to store and show any future visions you make into a body of water that others can view at will.

Elasticity + Future Vision

You are able to use your future vision to view stable and self sustaining alternative timelines and realities.

Spin Dash + Future Vision

You are able to use your future vision offensively by forcing others to view various futures simultaneously and overloading their perception.

Phytokinesis + Future Vision

You are able to plant false interpretations of the future in all methods of seeing the future however unless they are accurate they may be found to be fake.

Cryokinesis + Future Vision

You are able to use your future vision in order to dynamically filter your future visions in order to show you only the aspects of importance to you and the context for those aspects.

Creature Creation + Cryokinesis

You can create subordinates out of living Ice or Snow.

Pyrokinesis + Cryokinesis

You are able to create pressure spots where heat and cold make the air denser and thinner.

Ferrokinesis + Cryokinesis

You are able to freeze metal in place making it incredibly difficult to move, even if it was in air.

Gem Hologram + Cryokinesis

You are able to create artificial hard light snow or ice.

Handy Tools + Cryokinesis

You understand how to replicate your cryokinesis within anything you create allowing you to create stasis holds and freeze rays with the potential power increasing as your cryokinesis does.

Engulfing + Cryokinesis

You are able to create a temporal stasis on a target, freezing them in time however you must pre-set how long this will last. The target's density will increase dramatically making them far harder to move and they cannot be damaged or altered during this freeze period.

Corrosive Acid Generation + Cryokinesis

You are able to generate specific acid, that when it melts something it will leave behind an ice sculpture of the same shape and size.

Electrical Interference + Cryokinesis

You are able to freeze up the process of any technology you interface with, preventing it from functioning.

Gem Storage + Cryokinesis

You are able to stop time for anything within your storage.

Wings Frame + Cryokinesis

You are able to manipulate the edges of your wings with ice in order to dynamically shift your movements even when moving at extreme speeds.

Hydrokinesis + Cryokinesis

You are able to have your water take on any of the properties of your ice.

Elasticity + Cryokinesis

You are able to alter the components of your body allowing you to make it as translucent as any ice you can create.

Spin Dash + Cryokinesis

When performing a spin dash you are able to construct a track in front of you in order to better control your movements.

Phytokinesis + Cryokinesis

You are able to grow plants in any frozen environment and can grow plants which can replicate or bestow temporary copies of your ice abilities similar to an Ice Flower.

Creature Creation + Phytokinesis

you are able to grow sentient and not-sentient flora, who will act as your fighting guardians.

Pyrokinesis + Phytokinesis

You are able to grow plants in any burning or desert environment and can grow plants which can replicate or bestow temporary copies of your fire abilities similar to a Fire Flower.

Ferrokinesis + Phytokinesis

You are able to grow plants in soil of any condition and can grow plants which take on metallic properties such as Armored leaves or steel thorns.

Gem Hologram + Phytokinesis

You are able to create artificial hard light plants.

Handy Tools + Phytokinesis

You understand how to replicate your pyrokinesis within anything you create, allowing you to create perfect greenhouses and genetically engineered super plants with the potential power increasing as your pyrokinesis does.

Engulfing + Phytokinesis

Any plants you grow can dynamically adjust themselves in order to restrain a target.

Corrosive Acid Generation + Phytokinesis

Any plant you grow can produce powerful acids and poisons being able to use them to defend against predators and burrow through harder materials.

Electrical Interference + Phytokinesis

You are able to create digital lifeforms at a similar level to the plants you can create allowing them to function as computer viruses or software aids.

Gem Storage + Phytokinesis

You are able to develop a dynamic garden within your storage that will look after and grow plants for you.

Wings Frame + Phytokinesis

You are able to release seeds from your wings in order to make living snares and traps while in midair.

Hydrokinesis + Phytokinesis

You are able to create self-sustainable aquatic biomes.

Elasticity + Phytokinesis

Any plant you grow is able to utilize elasticity as a form of movement and limited transportation.

Spin Dash + Phytokinesis

While performing a spin dash you can produce a seed from the tips of your hair that you can bury as you pierce the ground.

Creature Creation + Spin Dash

You are able to drop hairs as you spin which each grow into a full creature in your image.

Pyrokinesis + Spin Dash

When performing a spin dash you are able to produce bursts of flame both as a form of propulsion and as a contact weapon.

Ferrokinesis + Spin Dash

You are able to give your hair metallic and magnetic properties in order to use them as defensive spines or projectile spikes you can manipulate and control.

Gem Hologram + Spin Dash

When you spin dash you are able to create hard light copies with the same capabilities that you have while spin dashing.

Handy Tools + Spin Dash

You can develop tools to optimize their rotational force both for waste energy reduction and to optimize any tool that utilizes physical force.

Engulfing + Spin Dash

When performing a spin dash you are able to hold others within your ball who will be completely protected from the rotations, momentum and impacts of your ball form.

Corrosive Acid Generation + Spin Dash

While performing a Spin Dash you can emit acid in order for your spin to take on the properties of a drill helping you to cut into solid stone as if it were sand.

Electrical Interference + Spin Dash

By suddenly haunting a spin dash you can choose to create a short range EMP disabling any technology that comes into contact with the pulse.

Gem Storage + Spin Dash

You now have a pocket dimension stored within your hair that can be used as both a storage space and a city.

Wings Frame + Spin Dash

Your wings can become noticeably sharper and can be used as blades of the side of your spin.

Hydrokinesis + Spin Dash

You are able to manipulate water as you spin dash both to accelerate your speed while moving over and through water as if you had solid ground underneath you.

Elasticity + Spin Dash

You are able to have any limb of body part spin dash and stretch from your body allowing it to act like a spin dash yo-yo.

Creature Creation + Elasticity

Any creatures you create can gain additional resistances to physical impact and stretch and squeeze their bodies through gaps of almost any size.

Pyrokinesis + Elasticity

You are able to raise your own temperature in order to make your elastic body more fluid. Also you could cover your limbs in flames in order to grant them more destructive potential.

Ferrokinesis + Elasticity

You are able to stretch and skew any metal you manipulate as if it were rubber.

Gem Hologram + Elasticity

Your headlight holograms are no longer rigid and you are now able to control the object texture in order to have it perfectly mimic among other things human tissue, paper and cloth.

Handy Tools + Elasticity

You can develop tools to selectively integrate elasticity in order for them to extend their reach and resistance to electrical interference.

Engulfing + Elasticity

You are able to perfectly reshape your restraints in order to completely engulf the target.

Corrosive Acid Generation + Elasticity

You are able to emit acid from the surface of your skin while you elongate your body in order to melt whatever you wrap around.

Electrical Interference + Elasticity

You are able to overinflate the data stored on a device in order to freeze its processing capabilities.

Gem Storage + Elasticity

You are able to stretch and partially reshape anything stored within your gem storage.

Wings Frame + Elasticity

You can detach and squeeze the shape of your wings at will allowing you to use them as additional limbs.

Hydrokinesis + Elasticity

You are able to extend your elastic form as if your body were temporarily water.

Creature Creation + Hydrokinesis

You can create subordinates out of living water.

Pyrokinesis + Hydrokinesis

You are able to create a powerful steam and control it with all the properties of both your pyrokinesis and hydrokinesis.

Ferrokinesis + Hydrokinesis

You are able to force any metal you take control of into a liquid form.

Gem Hologram + Hydrokinesis

You are able to create artificial hard light water.

Handy Tools + Hydrokinesis

You understand how to replicate your hydrokinesis within anything you create, allowing you to create artificial oceans and self-sustaining structures of water with the potential power increasing as your hydrokinesis does.

Engulfing + Hydrokinesis

You are able to augment your restraints so that they absorb the shock of any physical blows.

Corrosive Acid Generation + Hydrokinesis

Any water you control can take on the properties of your acid.

Electrical Interference + Hydrokinesis

You are able to disrupt and deactivate any devices that your water touches shorting it out.

Gem Storage + Hydrokinesis

You are able to cool down anything within your gem storage.

Wings Frame + Hydrokinesis

You can integrate water into your wings in order to act as horizontal thrust in order to quickly make movements or decelerate safely.

Creature Creation + Wings Frame

You can give any of your creatures wings.

Pyrokinesis + Wings Frame

You are able to channel your fire into your wings in order to accelerate at far faster speeds.

Ferrokinesis + Wings Frame

You are able to integrate metal into your wings that can act as projectile weapons.

Gem Hologram + Wings Frame

You are able to segment your wings into physically separated but still connected pieces that expand the area of your wings and the amount of force your wings can produce.

Handy Tools + Wings Frame

You know how to develop an independent Wings Frame with any of the capabilities yours have.

Engulfing + Wings Frame

You can trap something using your wings as if they were a full part of your body.

Corrosive Acid Generation + Wings Frame

You are able to incorporate acid into your wings in order to corrode anything that blocks your movements.

Electrical Interference + Wings Frame

You are able to use your wings as adapter cables in order to make direct connections and all purpose peripherals.

Gem Storage + Wings Frame

You are able to use your wings to store things and are able to store your wings within your pocket dimension.

Creature Creation + Gem Storage

You can store any of your creations within your body and release them at will.

Pyrokinesis + Gem Storage

You are able to heat up anything within your storage.

Ferrokinesis + Gem Storage

You are able to assemble base components within your storage into any configuration.

Gem Hologram + Gem Storage

You are able to create a holographic list of everything you have stored within your gem storage.

Handy Tools + Gem Storage

You know how to create independent pocket dimensions and how to tether them to specific objects. This allows you to both create independent storage spaces and create equivalents that can be stored and retrieved at will.

Engulfing + Gem Storage

You are able to create a prison within your storage that can restrain your target as if engulfed.

Corrosive Acid Generation + Gem Storage

You are able to separate any materials within your storage down to their base materials.

Electrical Interference + Gem Storage

You are able to get the full blueprint's and mechanical understanding of anything stored within your gem storage.

Creature Creation + Electrical Interference

Each of your creations can act as an amplifier and control module allowing you to control more devices but will have less direct control.

Pyrokinesis + Electrical Interference

You are able to supercharge the processing speed of any devices you interface with.

Ferrokinesis + Electrical Interference

You are able to manually manipulate the internal circuitry of any devices you take control of.

Gem Hologram + Electrical Interference

You are able to make a hard light representation of anything you integrate with through digital means.

Handy Tools + Electrical Interference

You know how to create tools that can dynamically and remotely take command of theoretically any technology.

Engulfing + Electrical Interference

You are able to lock down any electrical equipment preventing any external interference.

Corrosive Acid Generation + Electrical Interference

You are able to melt the internal components of any equipment you take over.

Creature Creation + Corrosive Acid Generation

You can create subordinates out of living acid.

Pyrokinesis + Corrosive Acid Generation

Your acid and fire are able to replicate the features of both.

Ferrokinesis + Corrosive Acid Generation

Your Acid is able to produce toxic fumes that can be deadly to anything that breathes it in.

Gem Hologram + Corrosive Acid Generation

You are able to create artificial hard light acids.

Handy Tools + Corrosive Acid Generation

You understand how to replicate your acid within anything you create allowing you to create different types of chemical baths and corrosive chemicals with the potential power increasing as your acid does.

Engulfing + Corrosive Acid Generation

Any restraints you create are able to dissolve any equipment that attempts to remove them.

Creature Creation + Engulfing

You are able to act as restraints locking others down as of using Engulfing.

Pyrokinesis + Engulfing

You are able to grow plant restraints that are able to determine for themselves how to respond to attempted escapes.

Ferrokinesis + Engulfing

You are able to construct reactive restraints out of metal.

Gem Hologram + Engulfing

You are able to emit hard light restraints that function as well as engulfing.

Handy Tools + Engulfing

Whenever you want to imprison something you instinctively understand how to develop a perfect customized trap and or prison for it.

Creature Creation + Handy Tools

Any creature you create will be able to aid you in construction.

Pyrokinesis + Handy Tools

You understand how to replicate your pyrokinesis within anything you create allowing you to create inferno filters and sun drops with the potential power increasing as your pyrokinesis does.

Ferrokinesis + Handy Tools

You understand how to replicate your ferrokinesis within anything you create, allowing you to create magnetic fields and polarity scrambles with the potential power increasing as your ferrokinesis does.

Gem Hologram + Handy Tools

You know how to develop technology that can create its own hard light hologram either to act as a defensive shell or as an external weapon.

Creature Creation + Gem Hologram

you can create a hardlight holographic copy of yourself which can act as if it were you and is able to interact with the physical world.

Pyrokinesis + Gem Hologram

You are able to create artificial hard light fire.

Ferrokinesis + Gem Hologram

You are able to create artificial hard light metal.

Creature Creation + Ferrokinesis

You can create subordinates out of living metal.

Pyrokinesis + Ferrokinesis

You can superheat any metal you control.

Creature Creation + Pyrokinesis

You can create subordinates out of living flame.

Thanks:

Moon Horizon
Radosław Blesinski
Nockthorn