

~Elements Series~

Generic Earth Manipulation

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Version 2.0

Welcome to a world where mages exist, or perhaps a place where ki is used to perform miraculous acts that could pass off as magic. Maybe neither of these exist, maybe both, perhaps alchemists are the only ones making waves in secret societies. In this world, any of that could be true and more.

You are one who seeks the truths of the world, and to immerse yourself in the planet's favor. You will be here, stalwart, loyal, strong and still as the stone. You will stay in this world for 10 years, how you spend your time here is your decision.

Take 1000 Clay Points (CP) to take your first steps in this world, where you will make your mark and change history.

World Modifications

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

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

- **Daggers Through the Heart (+50 CP):** There are a lot of sword fighters in this world. Not scary enough? They can manipulate blood and potentially tear the blood from your veins.
- **Rock Steady (+50 CP):** There are a lot of surprisingly strong and fit mages around here. They like punching rocks, I heard.
- **Alchemical (+50 CP):** Lots of healers around here. Healers with a penchant for creating undead abominations from body parts they find lying around and granting superpowers in a bottle.
- **Ghoulish Djinni (+50 CP):** There are a lot of undead(?) in this world, but they're actually just spirits that look undead. Ghouls fill the planet, granting wishes in exchange for eating people. Because human flesh is yummy to them I guess.
- **Ifriti Djinni (+100 CP):** You don't have to just deal with the creepy undead Jinn, you now have to deal with the Jinn dedicated to making the world a worse place. There are Ifrits covering the planet, granting wishes that will continually draw the planet closer and closer to its end.
- **The Great Spirit (+100 CP):** Spirits, the level of gods, roam the land. Many are malicious, many are benevolent, many only care for themselves. They like being in control.
- **The Elements (+50 CP):** Of everything chosen above, they no longer are limited to earth. They can control any elements they decide to study, greatly increasing their versatility.
- **Ancient (+50 CP):** The beings of this world have evolved from ancient times, grasping at great power over millennia of practice. Their general power level has increased significantly, as does their knowledge and the knowledge you may find around the world.
- **Immortal (+50 CP):** Some of the beings of this world are immortal, having lived for a long time and gained significant capabilities and power as a result.
- **Potent Magicks (+100 CP):** The power level of everything in this world besides you is increased by one tier.
- **Truly Weak (-50 CP):** The power level of everything in this world besides you is decreased by one tier.

- **Great Flood (+100 CP):** The entire planet is completely flooded. There's almost no land, and the land that there is doesn't like being manipulated.
- **Mountain Rim (-50 CP):** The world is mostly earth and mountains. The earth is filled with energy, willing to be manipulated. It's extremely easy to use your earth-related abilities in this kind of pangaia.
- **Fantasy Lands (+50 CP):** The world is based on fantasy. There will be knights, wizards, dragons, and beasts everywhere, straight out of a fantasy world.
- **A Monstrous Population (+50 CP):** You want monsters? You can have monsters! This world is filled with monsters, especially bird or wind monsters. There are a ton of those. If taken with Fantasy Lands, you'll be unlikely to travel more than a mile without running into another monster den.
- **My Science Fiction Wet Dream (+50 CP):** The world is a dangerous one, full of alchemical machines created from augmented materials and creativity. Undead built through twisted alchemy, golems created from the greatest augmented ores, and machines with superpowers. What a strange science-fiction fantasy.
- **Oracle of Delphi (+100 CP):** Everything in this world seems to specialize in divination of some form. There are few good enough to be true future tellers, but the clairvoyance of the majority is enough that you can kiss your secrets goodbye.
- **Movement Magic (-50 CP):** Everybody else in this world requires movement of some kind to use their abilities, whether martial arts or something similar. Even technology in this world has an odd movement-related requirement or focus.
- **Forever War (+50 CP):** Everybody's at war with each other. This makes the world more dangerous, obviously, and you better hope you're not on the losing side of the war.
- **True Peace (-100 CP):** The world is at peace, and has been for maybe too long. Everybody's kind and helpful, and nobody wants to cause any conflict.
- **Beyond the Stars (+50 CP):** Whether through magic, psychic teleportation, or technology, humanity has reached the stars and colonized the galaxy.
- **Boulder Punching Assholes (+50 CP):** This world is obsessed with rocks. Like, literally obsessed. Everything is about rocks. You tired of rocks? You can get really small rocks like sand instead! There's also an odd Arabian theme surrounding everything in this world.

Origins:

You may choose your age, sex, and location at your own will. One does not test a wizard, after all.

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

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

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

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

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

Jinn: You are one who has learned to influence the Ghayd, the hidden realm, and manipulate the two earths in tandem. You draw the hidden world into the true one to create supernatural phenomena.

Elementalist (200 CP, discounted if you already have an Elementalist origin): You're an Elementalist. Instead of being limited to only controlling the Earth, all perks and abilities from this document now apply at 50% of their value to the four elements Earth, Fire, Air, and Water. If you have other Elementalist origins, those perks directly affect and interact with the perks from this document.

Spirit Caller (300 CP): You invoke the power of the spirits and divine to do your bidding. You need no magic or supernatural power, for you can bend the very gods and demons that rule the earth and heavens to your whims. You are not limited to Earth Spirits, but you get along with them much better.

Perks:

Special

Another Story (100 CP, Can be taken multiple times): People are multifaceted. They have many stories, many sides, many sources of power. Take another origin for each time you purchase this. This only affects this jump, and you cannot take more origins in future jumps through this perk.

General

Basic Earth Manipulation (Free): You know the very basics of how to control the ground. A geomancer can shoot stones or raise mud walls, an earthshaker monk can give basic commands to the planet and knows basic martial arts, a bloodletter swordsman has knowledge on how to perform weak sword arts which are infused with the power of stone, an alchemist knows basic potion-making and can infuse some of your earth-based abilities into rocks for future use, an elementalist knows the previous several skills at a lesser level, and a spirit caller understands how to make contracts with lesser nature spirits. A Soothsayer can perform basic telekinesis and knows how to look for signs of the future in the world around them, and a Jinn can hide in the Ghayd or manipulate it to create sandstorms, odd lights, and other phenomena.

Beginner Earth Manipulation (50 CP): You have around 10 years of experience in your area of expertise. You now have a repertoire of abilities associated with your origin, able to control the earth enough to overturn a house or crush a person. Your martial skills, if you're a monk or swordsman, are such that you could be considered a national-level fighter. As an alchemist, you can create concoctions which poison, explode, and perform other odd effects upon contact with others, and inflict odd ailments on them, and you can perform basic alchemy and transmutation to change items by interacting with their metaphysical properties. A Spirit Caller can contract many different kinds of nature spirits, and even force a contract with lesser spirits. A Soothsayer can control earth through their psychic abilities enough to tear a person apart or accurately predict future events through nature. A Jinn can use the Ghayd to teleport between locations and create structures in the natural world without needing to be present.

Intermediate Earth Manipulation (50 CP, Requires Beginner Earth

Manipulation): You have about 30 years of experience now. Your mana capacity is fairly sizable, your earth-manipulation abilities are such that you can envelope a city block, your martial prowess is such that you're a world-class fighter, and you can crush most life with but a glance. You can brew potions with impossible effects, having much greater understanding of the metaphysical properties of the ingredients and being able to interact with them, such as potions which melt armor, potions which change one's sex, and potions which increase the agility of those who drink them, and you can store non-earth related abilities into physical form for your and others' uses. You've likely come far enough

to even transmute materials into alchemical gold, a powerful substance in many powerful alchemical rituals. A Spirit Caller can contract greater spirits, demons, angels, and other supernatural creatures, but does not yet hold more than a little influence from them. A Spirit Caller would also understand how to draw on the power of those they have contracted, gaining the power to perform feats they would not normally be capable of. A Jinn can now use all of their abilities while within the Ghayd such that they affect the natural world, as well as create spirits from the Ghayd to act on their behalf. A Soothsayer can crush city streets and view a person's history through the lines on their face and palms.

Advanced Earth Manipulation (100 CP, Requires Intermediate Earth

Manipulation): Your experience rests firmly at 100 years. You can control the earth surrounding a large city, raising or tearing down earthen walls or crushing anyone within. Your mana reserves are very large now, allowing you to continually use powerful earth abilities without tiring for quite a while. Your martial prowess sits firmly in supernatural territory now, allowing you to cut through things that would normally shatter your blade, or take strikes that should've pulped you without much harm. An alchemist would understand how to create potions that could change the tide of battles, allowing even one much weaker than their foe stand on equal grounds by granting powerful supernatural abilities, changing how powers and magic works, and influencing the very concept of battle or war itself for a short time, and your transmutation abilities allow you to draw out and combine supernatural powers within items and change them. As a Spirit Caller, you could contract anything shorter than a god, and you have strong influence over anything you contract, granting you various powers and abilities to interact with them and influence them to perform your whims. This isn't perfect control, but you're very influential on their actions. A Soothsayer can strip a city bare with their telekinesis and navigate the future through dreams or gain divine insight into what to do next. A Jinn can create more powerful spirits and pull swaths of the Unseen World into the natural world, gaining incredible control and influence in fairly small areas.

Expert Earth Manipulation (300 CP, Requires Advanced Earth Manipulation):

You have maybe 500 years of experience in earth manipulation, and it shows. Your earth powers reach the scope of the whole planet, allowing you to shift landmasses as an afterthought. Your physical skills as a monk or swordsman have gone far beyond supernatural, gaining just short of conceptual power, able to perform feats that shouldn't be possible such as cutting a waterfall in half. As a Spirit Caller, you can contract gods, though you would likely be subject to their whims within the scope of that contract, and borrow portions of their power with their acceptance. You can force contracts with most other beings, from angels to demons and greater spirits, and use any of their powers or abilities as if they were your own. An alchemist can empower any of their creations by pulling on the metaphysical strings during the creation process, and create a vast variety of effects in their potions from potions which perform earth manipulations for you to potions which resurrect the recently dead, even store souls within crystal prisons and create alchemical substances which change others at the core of their soul with the right

materials and essences. A Jinn has learned to exert incredible influence on the Ghayd, able to manipulate it to their whims, gaining near-omnipotence within it. A Soothsayer can manipulate and feel everything through their manipulations on the scale of continents and planets, while being able to hear the literal words of gods telling them what the future will hold.

Master Earth Manipulation (500 CP, Requires Expert Earth Manipulation): You hold 100,000 years of experience in Earth Manipulation. You can shake the galaxy, deconstruct planets lightyears away, sense everything that walks on earth anywhere, and more. Your mana capacity dwarfs the energy output of gods, and as a Spirit Caller you could force servitude and contracts on even the divine so long as they aren't infinite in power or omnipotent, bending them to your very will and using all of their power as if it is your own. Some may be capable of resisting, but those are few and far between. An alchemist would be capable of harnessing the supernatural properties of any substance and creating potions which can do practically anything, storing skills and abilities in the form of liquid power or physical items to share or use on anything that stands in your way, and transmute souls and combine the conceptual essences of different materials and items together. The Jinn gains total control over the Ghayd and its hidden qualities, able to create and combine it with the natural world, filling the world with myth and legends long lost. A Soothsayer can manipulate masses across the galaxy with their psychic powers and understands divinity on such an integral level that the past and fate and machinations of gods are laid bare before their eyes.

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

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

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

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

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

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

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

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

Petrification (300 CP): You can petrify those who are significantly weaker than you, those who are exhausted, and those who are willing by covering them completely in your earth. This fossilizes them, preserving them perfectly until you undo this effect. They will not age, perceive the passage of time, etc. You can do this to preserve food and inanimate objects, as well.

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

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

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

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

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

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

Geomancer

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

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

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

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

Heaven and Earth (Aspect of Timelessness, Capstone Boosted): All under Heaven and Earth bow down to your supremacy. You're capable of stopping time for

everything touching the earth besides yourself. You can only stop time for a moment, but with time you'll learn that you can stop time for even this perk, extending it with enough time and practice. Also, any duration perks and abilities do not deactivate so long as this perk's ability is in effect.

Earthshaker

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

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

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

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

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

Bloodletter

Splash (100 CP): Blood holds many minerals of the Earth. You've learned to harness this, and the cells of life themselves, as your weapon. Any blood which exists outside of the body, you can now treat as earth for the purposes of your earth manipulation. Of

particular interest, blood which sticks to your body hardens into a mesh armor, increasing all defense against all damage except fire or water, up to 5x your normal defenses.

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

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

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

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

Alchemist

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

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

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

Clayman (600 CP): You have achieved the pinnacle of creation. You can instill autonomy into anything you shape, granting it a form of non-sapient life while drawing out the properties of what you built the creature with and making them real based on your vision. Making a tiger out of clay with the properties of fire would create a flesh-and-blood flaming tiger, for instance. Similarly, creating an angel from stone and plants, built with the properties of healing, and you would have a flesh-and-blood angel whose abilities are holy in nature and whose specialty is healing. The creatures you create cannot be stronger than your full ability in Earth Manipulation, and while they can act on their own, they have no sapience or soul unless you're capable of igniting their mind and soul with a spark of life. You aren't limited to the elements you can control with this, it depends solely on a combination of your vision and what you use to make it.

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

Soothsayer

Law of Chaos (100 CP): Good and Evil, Law and Chaos. You gain one of the greatest powers of all—the wisdom to understand it all. You automatically know the alignment of anyone you look at, first of all. You also always know what you have to do in order to shift others' alignments in the way you wish for them to be. You can't change personality—an asshole is still going to be an asshole—but you can make an asshole who only cares about themselves into an asshole who cares about others or the law.

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

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

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

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

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

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

Jinn

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

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

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

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

1. Human – Your human form is enhanced. If it wasn't already beautiful, it becomes beautiful and alluring. If you don't have a human form, you gain one. Its jaw is especially strong, and filled with sharp teeth designed to devour human flesh and bones.
2. Wolf – You gain a wolf form. It's especially good at hunting and tracking, and while in this form you are nearly undetectable to anyone else. Perfect for following your prey and killing them once they're alone.
3. Zombie – You gain a zombie form. It's grotesque, but has incredible strength, twice the strength of your strongest alt-form. It can easily grab and hold down its dinner while it tries to escape.

4. Mist – You take the form of an amorphous ball of shadow with writhing tentacles. You can only be harmed by supernatural forces in this form. It's perfectly shaped to surround your desert and devour it without giving it a chance to escape.

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

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

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

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

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

Elementalist

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

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

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

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

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

Spirit Caller

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

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

One With Life (400 CP): Nature loves you, and you love it. You commune with nature and have learned the secrets of the Earth and how it flows through all life. All non-sapient living things such as plants and animals now count as earth, stone, or gems for the

purposes of any of your perks, powers, or abilities. You can control plantlife, making it thrive or using vines to wrap your foes up and enhancing their strength and durability. You can reshape animals, increasing their size and enhancing their attributes, and if you have Spiritual Gate, you can even contract with them, taking some of their attributes and strengths for yourself.

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

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

Items

You gain +300 CP for use in the items section.

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

Spiked Armor (100 CP): This armor deals as much damage as is dealt to it, back at the one dealing the damage. All reflected damage is considered non-physical earth damage.

The Crystal Whip-Sword (100 CP): This is a whip-sword specifically attuned to your alchemy and earth manipulation. Using your unique skills, you're capable of controlling the sharpness of this weapon as well as its rigidity, changing it from a sharp whip to a blunt whip, a sword to a powerful stick. You can manipulate it finely with your abilities.

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

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

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

Sword In The Stone (200 CP): This sword has a giant rock attached to the tip of the blade. Did you just dig up the rock holding King Arthur's Sword of Kings and decide to swing it around like a hammer??? The sword itself is holy, augments holy attacks, and is especially powerful against demons. As long as you're holding this sword-hammer, all earth attacks are considered holy in nature, and the ground within a 10 meter radius is sanctified, damaging any evil individuals in that area. You cannot remove the stone.

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

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

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

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

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

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

Companions

Import (50 CP - 200 CP): Import 1 companion per 50 CP, or 8 companions for 200 CP. Each companion gains a background and +600 CP to spend on perks. Companions cannot take drawbacks.

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

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

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

Potioneer (50 CP, free: Alchemist): The potioneer is a friendly assistant who wishes to learn the secrets of alchemy. They have some skill already, and would love to help you learn the ropes. They can brew several helpful potions, though they don't know much

about transmutation or alchemy itself. They learn exceptionally quickly to make up for their lack of knowledge, though.

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

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

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

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

Drawbacks

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

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

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

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

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

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

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

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

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

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

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

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

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