

Generic Elementalism

Curated by JBPuffin, with ideas from Jirachi47, Hunter128, Healthy Dragonfly, and Other SpaceBattles Users



Elementalism: the manipulation of one of the fundamental components, or elements, of the world's underlying structure. Many settings with a supernatural slant include some variant of elementalism, even if it's just a creature from hell with the ability to breathe fire, and there are many realms where elements play a vital role in the natural order and elementalists (those who practice elementalism) are not only commonplace, but perhaps even the majority. Jumper, if you ever wanted to become a walking natural disaster, a primordial being who has become one with one of the fundamental elements of nature, or simply never be burned while cooking on a stovetop again, you've come to the right place...

To start you off with, here's **+1000 CP** and **+500 EP**

Background

Age and Gender: Up to your discretion entirely.

Elementalism in the World: In the standard setting, Elementalists are a sizable minority of the population; that is, out of a village of 1000, around 90 or so will be Elementalists with at least one Affinity w/ at least C-Rank in every Attribute, with at least 9 or so with higher Attributes and one or two Elementalists with two Affinities. However, what that means to your world may vary...so here's some ways to mix that up.

- *Elementalist Population Density:* Rare (9 in every 100,000 are Elementalists), Uncommon (9 in 10,000), Common (9 in 1,000), Frequent (9 in 100), Ubiquitous (9 in 10)
- *Average Power Level:* Beginner (C-Ranks All Around), Adept (B-Ranks All Around), Expert (A-Ranks All Around)
- *Multiple Affinity Rarity:* Rare (1 in every 100,000 Elementalists), Uncommon (1 in 10,000), Common (1 in 1,000), Frequent (1 in 100), Ubiquitous (1 in 10)

Other Setting Aspects: The blank slate setting assumes a tech level around Avatar: the Last Airbender - some really nifty Elemental stuff, but still rather rural - and assumes that the various Affinities are influenced by bloodline but not solely by it, meaning elemental nations aren't really a thing. If you'd prefer, however, you can set the technology level from anything between caveman-level and modern day; as for politics, along with geography, demographics and whatnot, detail it as you wish. You probably won't need most of that information anyway, right?

Race: Depends on the exact nature of the setting, but frankly, it doesn't matter too much. Assume something humanoid with no innate advantages over other humanoids in the world you're coming into; if you want elves and whatnot to be a thing, that's fine. Some worlds like this only have humans, whereas others tie each element to a specific race whose elemental abilities are manifestations of their bloodlines. I'll leave that in your capable hands.

The “Elements”: There are a couple of options for what elements are available for manipulation; here are some examples. For the sake of this jump, the exact system you use doesn’t matter too much, so long as everything in it can be explained through it either directly or indirectly.

- Classical Elements/Alchemy - Fire-Earth-Water-Air-Aether. The first four are rather self-explanatory; Aether is sort of odd, since in Classical Elementalism it was a sort of catch-all for “the stuff space is made of,” in that it was what let light travel in space, naturally moved in circles, and otherwise ignored what Aristotle said matter does. Another context might lend Aether a more spiritual connection - perhaps it’s the “energy of the soul” or some such.
 - Wu Xing - The Chinese 5-element system, Water, Wood, Fire, Earth and Metal, is less focused on the elements themselves as much as processes, hence the lack of air and three separate earth-related elements. So...yeah. Another 5-element option.
- The Four Elements - Fire. Water. Earth. Air. Foregoing some sort of “fifth element,” this is the system popularly found in Avatar: the Last Airbender. Each essentially covers a state of matter - Air for gases, Water for liquids, Earth for solids, and Fire for plasmas, although their purest forms are easiest to work with.
- The JRPG Three-Pairs - More commonly found in games like the Final Fantasy series, this focuses on a trio of duos: fire/ice, light/shadow, and earth/air. The last one may instead be earth/lightning, but that’s somewhat up in the air. A related Four-Pair setup, adding water/lightning to the first trio, also shows up in places.
- Something...Stranger - As much as I’d love to say that some sort of “Colors of Magic” or “Monster Types” (ala Magic and Pokémon, respectively) are really elemental systems...they totally aren’t. Both revolve around flavoring some universal energy based on some arbitrary division of capabilities, and thus don’t quite have the rigor we’re striving for. However, for all you polonium benders out there: you can pick an element system from any piece of work of fiction where elementalists are prominently featured. If you want the Periodic Table of Elementalists, or Allomancers without the baggage of the Mistborn setting, or something this jump’s author can’t possibly envision at the moment, it’s all yours...just good luck distinguishing an Oxygen Elementalist from a Hydrogen Elementalist on the fly, is all I’m going to say.

Elementalism Styles: There are many facets of elementalism one might focus on, and no two elementalists use their element the same exact way. However, there are some ways to classify elementalists based on a combination of what their element is suited for and how they've trained themselves; this is reflected in their Style, which is important for the Elementalism Perks section below. The Styles are as follows:

- ***Generalist:*** Jack of all trades, master of none isn't *quite* right, but it covers the gist. Generalists apply their element like a hammer, and the world's their nail. Question is, what angle to strike at so the nail doesn't break the wood?...This metaphor seems to have gotten away from me. If only I had English Affinity. You start with an additional 100 CP.
- ***Builder:*** Builders concentrate on constructs - walls, shields, geometries, things like that. They're quite a bit better on the defensive than the average elementalist of their Affinity, and the more offensive elements can actually be some of the more terrifying Builders. Ever seen a house made of lightning? No? A Lightning Builder might very well have. You start with B-Rank Fixity.
- ***Demolitionist:*** Boom! Demolitionists are all about a lot of force applied at once, overwhelming the obstacle with sheer volume of energy. Water and/or Air Demolitionists diverting or completely eradicating hurricanes and typhoons, Fire Demolitionists scorching an entire farm starting with a single spark, Oxygen Elementalists ripping their element from water molecules to create nuclear fission on demand - these guys are real earth-shakers, and that's a guarantee. You start with B-Rank Force.
- ***Sculptor:*** Sculptors don't necessarily worry about whether their works last, but they do care about precision. The devil's in the details, after all, so exorcising the whole thing ought to make it perfect, no? Metal Sculptors creating jewelry with nothing but intent and ore (raw or refined), Air Sculptors maintaining a glider's flight indefinitely by shifting the air currents around them just so, Lightning Sculptors diverting the charges down one wire in order to trigger an explosive overcharging...depending on your intent, a Sculptor might very well just be the last thing you want to see, or ever do. You start with B-Rank Finesse.

Perks

The Wheel in Motion (Free): You enter the world with a basic understanding of the element system in use - that is, you know the core elements, maybe one or two of the most common secondary elements, and whatever other information you need to be a practicing Elementalist. Even if you somehow aren't capable of Elementalism, you'll at least understand how those who can are doing it...most of the time.

Nature's Finest (Free/+100 CP): Wait, you're coming in *that* body?! Oh, my poor sweet child, that's...no, that's not going to work. Regardless of how paltry your appearance was before, you are now at least a 9 out of 10 - good-looking enough to catch casual glances, probably elicit a reaction from anyone actively looking for someone to ogle at, but considering that Elementalism tends to make one more appealing physically, you're not going to be the only one rocking a good bod. Your deepened connection to the natural world makes you a more physically fit individual - you could be a starter for a professional athletics team with some more focused training. Barring deliberate and extreme attempts to ruin your own health, you generally remain in top condition even if you don't always eat right or exercise. Your elemental nature also makes you more aware of your surroundings. You know that thing where someone throws something at the back of your head and you reflexively catch it in one hand? Congrats, that's you now. If you already have some or all of this stuff, or would rather come in as an average setting-appropriate person, you can trade this in for 100 CP to spend on something else.

Elementary Warfare (100 CP): Your training, such as it is, includes more than simply bending the forces of nature to your will. After all, sometimes, you've got to give people the old one-two, you know? You're a martial artist with potential, trained in an unarmed fighting style of your choice/design with enough skill to fight a brown belt-equivalent to a standstill, as well as combat-capable with a weapon fitting to the world's tech level - in most cases, something like a staff or sword, but there are certainly stranger options...

- ***Martial Bending (100 CP, Requires Elementary Warfare):*** You've not only trained to fight with weapons, you're trained to blend your physical and elemental capabilities into a single cohesive style. Essentially, you have a personal elemental martial art, teachable to anyone with an Affinity for your element(s; if multiple, doesn't need to include all of your Affinities).

Oh, That Master Elementalist (100 CP): Your reputation precedes you...okay, maybe not exactly *your* reputation, but word of your deeds tends to travel places. In fact, some of the places your legend is recognized should be completely geographically disconnected from the outside world, so how it managed to get there is...a bit of a mystery. Wherever you go, so long as there's at least a hundred people, there will be one person who knows about you and your deeds, and with a simple demonstration, they can be convinced to help you out as a fascinated host. No, they're not going to lay down their life for you just because they heard you did something cool with fire that one time, but they'll lend you a few coins, get you on your feet, and make sure that if you've got nowhere else to go, you can go to them. The exact deeds they know about depend on what would be most interesting to them - suffice it to say, if you left witnesses and it's relevant to their interests, they'll know, and if nothing else, they'll know you by hearsay as "someone important," "destined for great things," and other Chosen One bullshit.

Thick Skin (100 CP): You're made of thicker stuff, it must be admitted. If you have Elemental Affinities, you are completely immune to natural manifestations of the element and resistant to supernatural expressions based on your Force (Elementalism usually drawing on the natural kind, Superpowers are supernatural); if you have no Elemental Affinities, your resistance to all forms of Elementalism starts off at one-quarter (you sustain 3/4ths of the effects) and increases individually for each element based on exposure, with stronger individual expressions increasing one's resistance faster. Psychological Elementalism is affected by this resistance as if it were the normal element, although it speeds along non-Elementalists resistance growth half as strongly as normal.

ElementPunk (200 CP): You've been taught to design and, if capable, use advanced technology which utilizes any element offered in this world, with about as much experience and theoretical knowledge as someone with a Master's degree in Architecture, Chemistry, Engineering, or some other field which may tie in to an element's nature. Finding the materials isn't too difficult, and once you've successfully created a prototype you can reproduce it without difficulty so long as you're provided the resources.

Master of the Elements (300 CP): There are few who are so good at passing on knowledge as you, Sensei. Whether the theory or the practical application, you can give students all the knowledge you have on a topic almost perfectly, to the point where, given the opportunity, they could discover things you hadn't before and advance understanding on the topic in ways previously thought impossible. Of course, you have to actually *know* the things you're teaching, but this training talent also comes with a perfect understanding of the knowledge you have, both practical and theoretical, as well as an intuition for determining a student's shortcomings and strengths.

Anti-Elementalist (400 CP, Discount Null Affinity): Well, someone had to do it, right? In a world where the primary system of supernatural bullshit is the ability to bend a particular aspect of the fundamental reality of nature to one's whim, you've been blessed with the ability to entirely shut it down (as well as similar abilities from other worlds). There are a few options for this ability - your first is free, additional cost 100 CP:

1. Contact - You have to touch the target for a moment to lock down their bending, but their Elementalism is locked for ten minutes. For 100 CP, this is actually full-on anti-"magic," robbing the target of any magical abilities they might have for several minutes.
2. Field - For about 10 feet around you, all Elementalism is disrupted; hazards are rapidly eroded, attacks aimed at you have to be at least B-rank to have a chance of hitting you at reduced power level, and those in your space can't access their Elementalism. For 100 CP, this becomes selective, allowing those you choose in its aura to continue bending without concern while still preventing unwanted Elementalist attacks.
3. Targeting - You shoot beams of "anti-Elemental" energy which disrupt Elemental effects (including harmlessly draining Elementally-charged crystals and devices) and, if it hits a target, leaves them unable to bend for one minute (cumulative, not overlapping, on multiple hits). You can charge a beam and fire it as fast you could rotate the chamber of a revolver and fire it; for 100 CP, you can fire up to five "Element-seeking" beams at once which can designate their own targets to focus on a particular one of your choice.

Elementalism Perks

CP can be converted to EP on a 1:1 basis.

****Elemental Affinity (First Free, 200 EP per additional w/ Discount for Generalists):*** You have a natural inclination for one of the elements, and at some point, this was discovered and at least mildly cultivated. At first, this provides a few basic benefits. While you are conscious and aware of your surroundings, you're protected from the lower-level dangers and annoyances of your element, such as burning your hand from a hot pan, your hair getting messed up in the rain, the wind carrying away your papers, dirt getting all over your clothes, stubbing your toe because there's no light, damaging your eyes from staring too long at a computer screen...Depending on the element in question, this can be a lot of things. This danger protection also comes with a sort of "sixth sense" for what you could manipulate with your element, that is, sources of fire, water, earth, or whatever. You intuitively understand the physics behind your element's motion; you'll have a better grasp of what kind of arcs you need to throw your rocks, how many atmospheres of pressure you need to compress air to before causing an implosion, how flammable various substances are and the kilojoules of heat required to affect them, things like that. This applies both on an academic *and* practical level. Lastly, having an Affinity for an element opens the opportunity to train it into proper manipulation ability, giving you a baseline Rating of C in all three Attributes. Without an Affinity, you can't be taught elementalism controlling that element or any of its subordinates.

Base Attributes (Each Tier 100 EP, Individual Attribute Discounts):

Elementalism can be boiled down to a few essential components: how much of one's element one can control at once (*Force*), how precisely one can control it (*Finesse*), and how long they can maintain it (*Fixity*). Every Elementalist has a Rating in each of these Attributes, using a C-B-A-S scale. Each Attribute, as well as what each Rating means for it, is given below. Elementalists start the Jump halfway to their maximum, which is what these Ratings define; Perks which jailbreak magic systems or personal limits apply, but for purchasing purposes, this is as far as one can go in Elementalism.

- ***Force (Discounted Demolitionist):*** Force deals with volume and inertia - how much can be moved, and with how much power at maximum. C-Rank starts at about 200 lbs/90 kg at a jog, B-Rank raises it to half a ton at highway speeds, A-Rank several tons at race track speeds, and S-Rank Force can move mountains a mile a second.

- *Finesse (Discount Sculptor)*: Finesse manages details - both the smallest amount one can manage and how intricate the movements can be. C-Rank can manipulate a golf ball-sized amount about as delicately as a water hose, B-Rank can manage a dime-sized amount and shape it into clear shapes, A-Rank can paint pictures with grains of sand as refined as the Mona Lisa, and S-Rank can manipulate atoms with nanometric precision.
- *Fixity (Discount Builder)*: Fixity covers both range and duration - how far away and how long one can maintain control, including the detection provided by Elemental Affinity. C-Rank lasts a minute or so within 60 meters, B-Rank moves that up to an hour within a kilometer, A-Rank to a day within 10 kilometers, and S-Rank to anywhere within 100 kilometers for up to a month. For physical elements like Earth/Stone/Metal and so forth, it affects how long physically improbable structures can last; those that follow the normal laws of physics won't fall apart after the duration passes barring intervening circumstances.

Secondary Element (100 EP, 1st Free Generalist): In many systems, there are often additional, secondary elements tied to the primaries; oftentimes, these elements require highly-focused training to manipulate, sometimes even supplanting one's ability to use their primary element. Fortunately, you have a natural inclination for one of these more exotic elements, already knowing a few basic techniques which, in time, can develop into a style as powerful (meaning the same Attributes) as your primary Affinity.

- As an example: in Avatar: the Last Airbender, Metalbending is a subdivision of Earthbending that one of the characters discovers completely on her own, while Bloodbending is a branch of Waterbending, and channeling Lightning is one of Firebending's secondary elements. Fan works expand on this, with additional secondary and even higher-ranked, more general elements to have affinities for.

Elemental Fusion (200 EP, Requires multiple Elemental Affinities, Discount Generalist): It's not a common thing to be endowed with multiple Affinities, despite what it sometimes may seem like at times; it's an even rarer thing for Elementarists to seamlessly integrate all of their elements into a single combat style. You can use any combination of your Affinities simultaneously, dividing your attention as necessary to control each with an initially minimal loss of effectiveness which grows as you attempt to control more (at first two will be a little harder than focusing on one, three will be a challenge, four is best attempted in full protective gear).

Resident-Friendly Construction (200 EP, Discount Builder): Have you ever wanted to live in a house made of lightning? Would you like your windows to be formed from chlorine gas? Well, if you're trained for elemental construction, you can! You can almost entirely mitigate the dangerous aspects of your element and create perfectly safe shelters from it, or use it in combat for defenses without annoying side effects; some Elements are more difficult than others to work with, but you've found a way. Somehow. Don't ask physics, it's trying to ignore the headache. This allows you to make permanent structures, ignoring Fixity, only so long as they're this harmless building material version; this cannot be reversed.

Spontaneous Materialization (200 EP, Discount Demolitionist): Most Elementalists have to rely on the environment or various elemental storage methods. You, however, have a particularly lively connection to your element - one might say it's a portal to some sort of elemental plane? Regardless, you can create your element(s) from nothing; the higher your Force, the more quickly you generate your element, with it taking roughly a minute to generate your maximum.

Psychological Elementalism (200 EP, Discount Sculptor): Every facet of nature has certain cultural associations to emotions bound to it - for example, fire as an embodiment of passion, or ice being inextricably tied to isolation and pride - but these are usually not the domain of elementalism alone, requiring some other ability to tap into. With enough effort, however, one can do just that, drawing on your chosen Affinity's metaphorical aspects and manipulating them with the same Force, Finesse, and Fixity as the physical element.

Elemental Binding (600 EP, Discount Builder): Where mortals control elements, Elementals were born in them, molded by them, and literally embody them. You've mastered the method for summoning Elementals of any element you have an Affinity for, with their power level based on your Force and the range/duration of the bond based on Fixity. Additionally, whenever an Elemental of one of your elements comes within your Fixity range, you can try to wrest control of it, with the stronger Elementalist usually winning...unless they lose their concentration, for some reason.

Element Incarnate (600 EP, Discount Demolitionist): You've gone further than many, Jumper. See, most are satisfied with being very good at manipulating your element; with this Perk, you're a full-blown Elemental yourself, composed of a combination of all the elements you have an Affinity for. As normal, your Attributes limit how much you can modify your body, but because you're an Elemental, it's far more intuitive. Actually, all your Elementalism is, as it's essentially part of you in an abstract sense. My Body is Swords and all that jazz.

Gear

The Clothes On Your Back (Free): Well, not literally, but you do get a trio of culturally-appropriate outfits - something you wear while doing Elementalist things, something for formal occasions, and something to wear either for bed or just as casual-wear.

Personal Fuel (First Free, 100 CP for additional, discounted if you have three or more Elemental Affinities; see Notes for math clarification): You have some portable method of storing a particular type of excess element. Maybe you have a lantern which never extinguishes whose flame you can pluck a part from, or a waterskin that never seems to fully deplete even in the driest of deserts. This elemental energy conveyance, whatever form it takes, will never completely run out, but more than eight hours of continuous use will drain it to the point it needs at least as long again to refill. Of course, you can refill it yourself, but its capacity maxes out at eight hours of constant elementalism.

Martial Raiments (100 CP, Free Null Affinity): A weapon which matches its resilience to your physical strength (meaning you can never strike so hard you shatter it), a light set of garments for practicing kata or what have you, and a set of armor (leather, chain, or plate at your discretion) that never gets in your way and feels about as comfortable as a sweater and jeans would. Sometimes, you just want to be sure you can properly *thwack* something, you know?

Dummy's Guide to Elementalism (200 CP): A paper (or, if you have something electronic to put it on, a PDF/text file) copy of the information provided by The Wheel in Motion, these are the basics you need to know about Elementalism in your particular setting. Someone without other Affinities who reads this book in another world not only will gain a basic insight into how your powers work, but also an Affinity with C Ranks across the board to one of the standard elements of the given system. They won't be anything special, but every trick helps, right?

Element-Tech (100 CP, First Free ElementPunk): A single device someone might design with the ElementPunk perk; a boiler which runs on Fire energy, a tube which through Air manipulation could be used as a projectile weapon, a water-purifying device which uses Water as a power source as well - any one piece of technology feasible for an Elementalist with access to the baseline tech level of the jump. You have to either power the device yourself or use elemental crystals to do so.

Energy Crystalizer (200 CP): This machine allows the user to convert elemental energy into portable crystals, each about the size of one's ring finger, which store elemental charge related to the Elementalist's Affinity (chosen when each crystal is made, if the user has more than one). The process takes about five minutes of sitting down with a hand strapped inside the gauntlet-like contraption. It's entirely painless - one could use it subconsciously while asleep, if desired, to maximize output. Individually by default, the crystals hold roughly as much energy as a stick of dynamite, except it's an elemental equivalent and can be loaded further, up to S-Rank if the Elementalist is capable of it. They can be used as grenades of sorts if charged further and pressed against a solid surface, expelling all the energy contained within in an instant, or they can be used to charge various elemental technologies which may be prevalent in the world.

Manifester's Gloves (200 CP, Discount Builder): With this pair of gloves, the wearer can capture one of their Elementalism effects and store it in a glove; each can hold up to six effects at once, but only activate one at a time. Once an effect is used, it's gone, and the slot it occupied is free for a new effect to take its place. Activating the glove's is a matter of thought, even reflex - simply owning the gloves ensures you can use them to maximum effect for you and your individual fighting style.

Power Concentrate (200 CP, Discount Demolitionist): By consuming one of these herbs (from a supply of twelve sprigs per month), you gain a temporary Rank Boost in every category; these are cumulative, but only inverse-geometrically (first boost is 1, second requires 3 herbs total, third 6). Boosting past S is, simply put, impossible, as that literally turns the user (whatever their form) into pure incohesive elemental energy (resulting in an S-Rank force demolition effect). The boost lasts ten minutes, at which point you are too exhausted to bend anymore for about five minutes, and you won't be able to use more of these herbs for an hour.

Elemental Transportation (200 CP, Discount Sculptor): You have a tool which allows you to channel your Elementalism into some insane movement potential - a glider, a self-powered jetpack, a pair of boots which absorb impacts allowing you to bounce from spire to spire with no risk of injury...whatever it is, it's kind of badass, and in your hands it allows you to move five times as fast as you would otherwise be able to and high-jump/fly for as long as you can keep up the Elemental fuel.

A Place to Rest My Head (300 CP): Somewhere in the world (in future jumps, this still holds true) is a comfortable, modestly-furnished building where you and your Companions are completely undetectable to those who would hunt you down. There's a limitless supply of food, all the conveniences available to that time period, and a place to practice whatever techniques you'd like. The exact form it takes will change to match the world you're in, but you always know the fastest and safest way to get back to it from where you are, like a candle in a world of darkness...

Companions

Friends Old and New (50 CP/Companion): You either import someone or create a new Companion; they get an Origin, 600 CP and 300 EP to spend.

Animal Transport (100 CP): You have an intelligent pet of any species which makes sense for this world - preferably something that already exists, but if it's biologically possible given the life shown in the source material, it should be fine. They're able to transport five people at once, and they're particularly suited to transport of a particular kind, chosen when purchased: overland, aerial, aquatic, or realm-switching (allowing one to go from the mortal realm to the spirit realm, things like that). Using them for travel isn't 100% safe, but nine times out of ten, if there would be dangers of taking their preferred route, there simply aren't any.

Drawbacks and Toggles

Supplement Mode (Toggle): Would you like to introduce a little spice into another setting, or perhaps emphasize the elemental underpinnings of an unwary world? You can take this jump as a supplement to another jump, each with its own distinct pool of CP. This requires that you use the system of elements present in that world - a Mistborn jump means Allomancy, Feurochemistry, and Hemalurgy, while adding this to Persona 4 means restricting yourself to Fire, Ice, Wind, Electricity, Light, and Darkness - and that there be at least a basic expression of an elemental system in the world, even if it's just philosophical in nature. If a medieval and otherwise mundane setting features alchemists attempting to create their Philosopher's Stone, for example, the Classical Five can slide right in. Whether or not the world's denizens instinctively know they can draw upon it, of course, is another question entirely...If there are multiple of such systems in a single setting, or other ways to draw power, they're still around, but your Elementalism rests on top of it all as yet another power source, and if there isn't an obvious Element system to draw on, default to the Quartet - Water/Fire/Earth/Air.

Dream Quest! (+100 CP): Once a year, you will have vivid hallucinations which lock your body down for a day as you go on a “magical journey through the metal-real landscape of your mind”. It’s a great way to destress and think about problems, but it doesn’t always choose the most opportune moment. You can activate this at-will, but doing so doesn’t count as your once-a-year usage.

I Can Do Stuff! (+100 CP): Even so, no one seems to believe you, Jumper. You’re the butt of more than your fair share of jokes from allies and enemies alike, usually talking about your incompetence in the areas you’re worst at. Proving yourself shuts this down for a while, but even at the best of times, people will doubt that you’re *really* the best person for the job.

My Cabbages! (+100 CP): You tend to cause collateral damage just by being in places. It’s never intentional, and it tends towards a particular target (street vendors, for example), but it happens oddly frequently. There are rarely immediate repercussions, but eventually, Jumper, they’ll want some sort of payback.

What Were We Doing Again? (+100 CP): Sometimes, while on a quest, you’ll get sidetracked by one thing after another, and it can get hard to sort out what you were trying to do in the first place. Wherever you go, there will be opportunities to do things on the side - helping towns defend against attacks, solving diplomatic problems, running a shop for a few days while the normal shopkeep does something important, and other sidequest activities. The catch? With each sidequest you do, it gets harder to say no to the next one, although once you refuse one, the counter resets. Once a year, there will be a series of five related (although seemingly not at first) side quests which you *will* have to complete before you can move forward with whatever you’re actually trying to do (including living at peace with nature and not bothering anyone, if you’re trying to turtle). Of course, you’ll be compensated in some way for each quest you complete, and the more quests you do in a row, the better the rewards.

Where’s The Map? (+200 CP): You, and those who travel with you by extension, have *terrible* direction sense. Seriously, you could get lost in a paper bag. Following directions in a timely manner is almost impossible, as you’ll inevitably wander around like loons for twice as long as it would’ve taken to get there normally. There are ways around this, of course, but the primary message is, if you’re trying to get somewhere and can’t just instantly teleport, expect it to take about twice as much time as it should.

By Royal Decree (+200 CP): The authorities are after you, Jumper. It might not be for a crime - perhaps a princess wants to marry you, perhaps you offended someone accidentally and they're powerful enough to bring the law down on you, or maybe it *was* a crime after all, just not something we'd consider a crime - and they'll be instructed to detain you, but if you're caught, there's a guaranteed month of incarceration before you can *attempt* to talk/fight/make your way out and back to your agendas. They tend to show up in places you're going to be ahead of time, but you can mislead them, demoralize them, cooperate to an extent before turning on them...they're still people, after all, just people with orders.

Incomplete Affinity (+200 CP): Something went wrong with your Affinity-binding process, Jumper. Rather than having a full Fire Affinity, for example, you instead only have control of Lightning, Smoke, or some other sub-element of it. Whatever the technicalities, your Affinities are restricted to make at least half of the element's normal manipulation targets invalid, such as Sand Affinity instead of Earth, Vine instead of Wood, Iron instead of Metal, Ozone instead of Oxygen...things like that. As normal, you gain access to the remaining aspects of your Affinities after the jump ends, but if you'd rather not gain that other half back, you don't have to. Consider this a Keepable Drawback, in other words.

Oh No, Not Them Again! (+200 CP): Someone's got the hots for you, Jumper...maybe even literally. An Elementalist with at least one A-rank Ranking has a full-blown crush on you, Jumper, and they will stop at nothing until they make you theirs, managing to ambush you once a month without fail, even if it makes absolutely *no* sense logistically. If you have a Companion with an A-rank, you can import them into this role; if not, this yandere lover can be made a Companion by either a) relenting to her advances or b) beating her in purely Elemental combat. Beyond their fixation on you and their Elemental Rankings, the details of this stalker are up to you - yes, they could be your dream girl, Jumper...just be careful how you treat them, 'kay?

Lighting Always Strikes Twice (+300 CP): Whenever you stay in a place for longer than a week, cumulatively worse disasters start happening, as if Mother Nature is punishing you for not exploring her (heh). It starts out at "tornado takes out a quarter of the town" levels and only escalates from there. You're gonna have to move from place to place pretty often to make sure that doesn't happen, Jumper.

Conservation of Energy (+300 CP): Huh. I didn't think Gaia would care that much about the nigh-unadulterated abridging of her physics engine, but it seems she does. Leveraging anything more supernatural than A-Rank Elementalism, or using A-Rank Elementalism-level supernatural powers for a prolonged period of time, will lead to a swarm of Elementals of a mixture of Affinities attacking you, manifesting from whatever's around you at the time. These Elementals cannot be controlled, but they can be rebuked by those familiar with the process for summoning them, and for those with S-Rank Elementalism or similar powers, they won't be a serious challenge...it's just that they continue to sprout into existence for ten minutes or so at a time. Hope you're good at self-defense!

Interdimensional Lockout (+300 CP, +100 CP given to each imported Companion): Perks and Gear from other worlds, whether yours or your Companions, don't work here, and you don't have access to your Warehouse during your stay here.

No News is Good News (+300 CP): You have terrible publicity, Jumper. Wherever you go, the rumor mill has been circulating, spreading nasty lies about you and your true purpose, to the point that most people, if they know who you are, will immediately call in the authorities to take care of you. Disguises only last so long, and eventually you will be discovered no matter how hard you try. Fortunately, no one's automatically coming after you, so you're welcome to turtle up somewhere and wait things out...unless, of course, you can't.

Then the Fire Nation Attacked (+300 CP): The elements aren't just a part of the fundamental workings of world physics - they're also a form of political organization. And, unfortunately for everyone, one element has decided to go on a world domination kick. They will stop at *almost* nothing to rule the world, although the lackeys can be talked down, and not all of their command staff are on board with the plan (idea's great, but the execution, not to mention the executions...)

Null Affinity (+400 CP): So, let me get this straight...you *don't* want to be an elemental? Then why the hell did you come here?! Well, I guess it might not be entirely your fault...You lose access to all Elementalism Perks (as in, this jump's Elementalism), including the free Elemental Affinity. Your Companions can take this Drawback, but will only gain 200 CP from it.

Who Ordered An Apocalypse? (+600 CP): Jumper, the world is ending, and only you can stop it. Okay, not *just* you, but you are crucial in some way to saving the world from its certain demise otherwise. The exact form depends on you, of course, but when you have about two years left in your time here, an enemy with equal Elementalism Rankings will come into enough support to attempt to...well, destroy the world. You'll have a year to find and defeat them, but there's no guarantee they'll announce themselves. If you're successful, you'll have some time to rebuild into a utopia and reflect warmly on the relationships you made on the way...and if you fail, you'll spend your last year wringing your hands, a prisoner of the victor, wondering how you let this happen...

Ending

Now, your journey comes to an end. Choose one of the following options:

Stay: Stick around, Jumper! The water/fire/earth/air/plutonium is *fine*!

Go Home: You're ready to stop this madness and spend some time with the family. So long, cosmic power! I hardly knew you!

Continue Jumping: Why stop now? There's so much more to do!

Notes

***Additional Affinities:** All Elementalism perks apply to all purchased Affinities.

***Personal Fuel:** If you purchase 3 Fuels for 3 different Elements, the total cost is 200 CP, and each thereafter will only cost 50 CP more.