~Elements Series~

Generic Earth Manipulation Jump

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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.

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 paultrices, and perform alchemy and transmutation to combine the conceptual essences of mundane materials to make incredible creations.

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:

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.

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.

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.

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.

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.

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.

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.

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.

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 loving 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 rigidness, changing it from a sharp whip to a blunt whip, a sword to a powerful stick. You can manipulate it finely with your abilities.

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!

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.

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.

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.

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, any 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.

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.