~Elements Series~

Generic Water Manipulation

By: Savant the Vaporeon
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Welcome to a world where the lines between magic and technology, psychics and mysticism, are blurred. Perhaps it's a place filled with the power of the mind, perhaps it's a place where those who worship philosophy make the rules of the world. Perhaps the Greeks were right, and primordials truly roam the earth. You may discover a place filled with psychotic mad scientists who experiment with corpses and the fabric of reality, or dangers from beyond reality encroach on the planet from the deep and unknown seas.

Whatever the case is, you're one who has taken it upon themselves to learn the ways of water. Whether a psychic or a mage, you wish to flow as water does, adapting to the new universe and thriving in a place where you can share your love with others.

You gain 1000 Current Points (CP) to assist in becoming one with water.

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 hydrokinetics in this world.

- **Sages (+50 CP):** There are other sages and mages in this world.

- **Mad Scientists (+50 CP):** There are mad scientists capable of bending and breaking physics in this world. Perhaps you could learn from their ways?

- **Cultists (+50 CP)**: There are cultists in this world, psychotic and raving lunatics who only wish to gain the attention of their mad gods.

- **Their Gods (+100 CP):** This land has beings from beyond the void, the kind which drives those who see them insane. They exist just out of sight, trying to slowly gain some level of control over the world. They have influence where their cultists exist, or perhaps their influence extends to a specific time of day, maybe even the more powerful ones are limited to a specific astrological event or day of year where they can come out and annihilate countries. Of course, the more cultists there are, the worse this will be.

- **Demons (+50 CP)**: This world is rife with demons, vile creatures generally, who only care about themselves.

- **Primordials (+100 CP):** There are primordials abound, beings which existed at the conception of the universe. These beings of great power and nature are not something you would want to mess with.

- **The Elements (+50 CP):** Of everything chosen above, they no longer are limited to water. 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.

- **Pangaea (+100 CP):** The entire planet is now a single continent. Water is far away unless you're on the coasts, and there are few rivers to draw it from.

- **Water World (-50 CP):** The world is now rife with water everywhere. All the landmasses are archipelagos, most of the world is ocean or water of some sort, and you'll never run out of water to use to fuel your powers.

- **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 sea 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, the cyberpunk dystopia you've always dreamed of. Corporations rule this land with technology beyond your wildest dreams. Are you willing to augment yourself to survive?

- **Control (+50 CP):** Everything in this world seems to specialize in mind-control abilities. Who would've thought? Best not make any enemies, unless you want to face an army of mind-controlled, augmented monsters (or become controlled, yourself)

- **Wand Waving (-50 CP):** Everybody else in this world requires some kind of focus to use their abilities, whether a wand for magic, a ring for psychic powers, or a special hat for mad science.

- **Forever War (+50 CP):** Everybody's at war with each other. This makes the world more dangerous, obviously, and you better hope you're not on the losing side of the war.

- **True Peace (-100 CP):** The world is at peace, and has been for maybe too long. Everybody's kind and helpful, and nobody wants to cause any conflict.

- **Beyond the Stars (+50 CP):** Whether through magic, psychic teleportation, or technology, humanity has reached the stars and colonized the galaxy.

- **A Pirate's Life (+50 CP):** Everybody in this world loves pirates. They want to be pirates. They want to kill people, rape them, loot their corpses, and sail away into the sunset while singing sea shanties.

Origins

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

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

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

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

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

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

Elementalist (200 CP, Discount if you've taken Elementalist from another jump): Whether with magic, psychic energy, external creatures, or technology, you're one who understands the importance of versatility in life. Rather than focusing on the pure power of water, you extend your power to fire, earth, and wind. For every perk you take here, if it is only for water, you find it now also affects fire, earth, and wind. All perks are at half strength, as a result, but the sheer breadth of your capabilities surely make up for that.

Primordial (300 CP): Perhaps you're not a primordial yet, but you have a natural connection to water such that others may think you are one. You are one with the water around you, able to move it freely through will alone, as you are the water and the water is you.

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 Water Manipulation (Free): You can control water at a basic level. Whether through magic, psychic energy, chi, or another method, you're able to move the waves to your whim. You have a small reserve of energy to perform these actions with, whether mana for a Mysticist, chi for an Herbalist, or something stranger.

A Mysticist has learned the basics of infusing water with mana to manipulate it, casting basic spells and learning minor thaumaturgy. A hydrokinetic understands the basics of using psychic energy to perform similar feats. A mirror demon knows how to create simple illusions which fool the eyes of others. A biologist has knowledge of medicine and genetics. A cultist has the fortitude to contract with lesser horrors and allow them into their body for a presence in the world. An herbalist understands basic chi manipulation to grow plants and herbs and how to make simple healing concoctions and poisons. An elementalist can perform the functions of one of the previously mentioned origins, except with fire, water, earth and wind and at half their capability. A primordial has a weak connection to the natural world and can will water into existence.

Beginner Water Manipulation (50 CP): You've been around for 10 years. You have a repertoire of spells, skills, abilities, and technologies that you can use, from simple to moderately complex. Thrash and churn the seas and summon the water out of the atmosphere, crush concrete and break bones.

A mysticist finds their meditation allows them to infuse their magic into metaphor, drawing on the power of philosophy and adding this to their water magic. Hydrokinetics have greater force and power, and a mirror demon can create more complex illusions. Biologists understand genetics and biology to the point of being able to perform surgery with suboptimal tools and modify others into monstrosities, while cultists have enough insanity and constitution to allow powerful monsters into their souls and channel those powers. Primordials have expanded capabilities and can control their created water as an extension of themselves, crushing and pulverizing concrete, houses, and people.

Intermediate Water Manipulation (50 CP, Requires Beginner Water Manipulation): 30 years of practice has culminated in this. Your power expands beyond their normal bounds, allowing you to flood a city block and crush people into paste.

Control the water pressure, put tens of thousands of gallons of water into a small ball, and shred steel and stone with your churning waves. Your energy reserves have increased to handle this power, as well.

Mysticists have much more control over the conceptual aspects of water, infusing human thought and the collective unconscious into their magic. Hydrokinetics boast massive power and pure brute force. A mirror demon learns to control more senses than sight, though with less finesse, and some control over light and its refraction on mirror surfaces. A biologist begins their descent into madness and mad science, able to manipulate genetics and fuse species together, even creating new creatures altogether. Learning the language of the gods becomes easier for cultists, allowing them to speak their frenzied thoughts into existence, and herbalists can develop potent poisons and concoctions and learn to manipulate plant life with their chi. Even a primordial begins to extend its connection with the waters across the world, expanding themselves and extending into new places, creating constructs out of water to expand their influence.

Advanced Water Manipulation (100 CP, Requires Intermediate Water Manipulation): You have 100 years of experience in water manipulation. Your capabilities begin reaching the levels of phenomenal power, able to eradicate a city through sheer force and overwhelming strength. Your water and abilities tear apart the very molecules holding matter together.

Philosophy practically radiates out of your power as a Mysticist, wrapping all of your magic in the power and versatility of metaphor. A hydrokinetic can tear apart entire cities and countries through the water vapor sitting in every structure. A mirror demon creates illusions which encompass all senses, able to even inflict pain and pleasure at will and control light as if it were a physical thing. Biologists create terrors, modify bodies, and are masters of surgery and bodily modification, able to strengthen and alter bodies to add animal characteristics, minor powers, and even dip into modifying the metaphysical properties of living things. Herbalists can create poisons so potent that the very sight of them infects someone, and use their chi to rapidly grow and add new properties to plants, even making plants sapient. A cultist learns to summon the horror they worship, more easily create contracts, and can channel the power of horrors without inviting them into their soul. A primordial learns to create local laws of the universe which affect small areas, up to the size of a town, and modify the laws that reality abides by.

Expert Water Manipulation (300 CP, Requires Advanced Water Manipulation): 500 years have passed, and your capabilities have grown in turn. You can flood planets, use water to strip the very earth of all resources, drown the mantle, and erase all evidence of life having ever lived.

A mysticist finds their philosophy influencing the world around them, through meditation and magic, changing nature to better suit them and their flowing ideals. Hydrokinetics learn both fine control on the level of molecular finesse while holding the sheer strength to

punch holes through nearly anything not completely indestructible. Mirror demons can use reflections to completely dominate the mind of those caught in their illusions, controlling all senses perfectly and modifying all stimuli. Biologists can build creatures and manipulate genetics on a massive level, even manipulating their own genes to grant themselves powers capable of tearing apart continents or affecting planets wholesale, while an herbalist can grow herbs able to bring entire countries back to life or granting the powers a biologist may tinker, and even manipulate plantlife on a massive scale. A primordial has attuned with the nature of the entire planet and beyond, gaining great influence in the way nature exists and how the natural laws of the world function.

Master Water Manipulation (500 CP, Requires Expert Water Manipulation): You have 100,000 years of training and study in the arts of water. Your energy capacity borders on infinite, your knowledge expands across lifetimes, your capabilities can affect the entire galaxy to harness and create water across stars. You know hundreds of thousands of water techniques.

Reality is but a suggestion for the mysticist, as your magic decides what state and form it takes, flowing and changing like water itself. A hydrokinetic has the power to grind gods and galaxies to dust, and then grind dust to constituent atoms and convert those atoms into limitless water. A biologist understands how to create the very multidimensional horrors that a cultist worships through science, going beyond the very foundations of logic in their mad science. A cultist understands how to pull and tear the power straight from the very eldritch gods they summon, and summon those gods they can for their own power is but a lure for gods beyond reality. A mirror demon has learned to take their perfect illusions and manifest them into the world wholecloth, generating a reality so real that the world itself must agree. An herbalist can control plantlife as an extension of themselves and populate entire barren planets with life. A primordial… well, a primordial would be a part of nature on a level incomprehensible, controlling all inorganic sources of water across a universe and setting the laws everything must abide by, as the primordial would not settle for any less, being nature itself.

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

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

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

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

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

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

Sail the Time Machine? (350 CP, Requires Sail the Stars): Your ships aren't limited to sea and space travel anymore. They can sail the very literal currents of time. Yes, you can now travel through time on any vessel you're controlling, anywhere and anywhen. Try not to break the timestream with this…

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

Liquid Curses (100 CP each):

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

- **Curse of Weakness**: Enemies find their endurance cut in half, their vitality significantly lessened, their resistance to disease and infection hindered, and their strength is made feeble. If any of these are infinite or perfect, they're lessened to significantly-superhuman status for the duration of the curse.

- **Curse of Fear:** Enemies will be paralyzed in fear and have an intense desire to flee your presence. If they are immune to fear, they will still feel uneasy around you for the duration of this curse.

- **Curse of Vulnerability:** Enemies find their physical defenses decreased by a significant margin, allowing all of your physical attacks to deal more damage and cut through their defenses. If they have perfect defenses, their defenses are instead reduced to significantly superhuman.

- **Curse of Elements:** Enemies find their elemental defenses decreased by a significant margin. All of your elemental attacks now deal more damage and pierce any elemental defenses your foes may have had. If they have perfect defenses, their defenses are instead reduced to significantly superhuman.

- **Curse of Sloth:** Enemies find their movement and action speeds decreased by a significant margin. They attack, move, and take actions much slower.

- **Curse of Pride:** Enemies find themselves filled with horrible, unadulterated rage. They gain an overwhelming urge to attack you, specifically. Their skills and abilities are reduced significantly, becoming much sloppier and less accurate for the duration of this curse.

- **Curse of Silence:** Enemies are incapable of using magic or psychic abilities while affected by this curse. This does not affect other supernatural abilities.

- **Curse of Misfortune**: Enemies are cursed with bad luck. Anything that can go wrong for them will go wrong, with tactics and plans failing at the slightest inconvenience. They stumble, fumble, and fall, while the environment itself becomes their enemy.

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

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

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

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

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

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

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

Curse Resistance C (100 CP, Requires Curse Resistance X): You are immune to the effects of curses. You still count as cursed when a curse is connected to you.

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

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

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

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

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

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

Psychic Link (200 CP): You can convert any of your water perks, powers, and abilities into psychic abilities. Psychic abilities don't use an internal well of energy, and if they did you can choose for them not to. Psychic abilities created using this perk draw from your willpower and mental endurance instead, but drain these significantly. All abilities made as a result of this perk are obviously affected by all psychic-related perks you have.

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

they were you. You may take control of any which enters your senses, and use them however you wish.

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

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

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

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

Mysticist

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

cities fall when you strike down the one you've targeted. You may turn this effect on and off.

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

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

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

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

Hydrokinetic

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

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

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

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

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

Mirror Demon

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

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

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

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

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

Biologist

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

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

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

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

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

Cultist of the Deep Ones

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

A Mind Within Madness (200 CP): The more insane you are, or the more your mindset differs from the rest of sapient life on your current planet, the more powerful you become in all ways. Your magic, your physical attributes, even your resistance to all manner of damage, it'll all increase dramatically up to double their current capabilities.

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

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

by making a short contract with an eldritch monstrosity. You are immune to insanity and mental damage or degradation, as well.

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

Herbalist

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

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

Fusion (400 CP): You are capable of combining any two items. Combined items may also be combined. You are incapable of unfusing these items, but they will retain all benefits and abilities of all combined items, with similar effects offering diminishing returns (¾ the effect for each stacked similar ability). Combine different poisons to build a more powerful effect, or fuse all of your healing herbs into a panacea that heals the recently dead.

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

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

Elementalist

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

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

Eerie Wind (400 CP): Your water abilities have gained a connection to the divine power of Aether and can sever spiritual connections. Your water, and as an Elementalist your wind, fire, and earth, can cut the connection a soul has to the body. You can use this to explore the world as just a soul before returning to your own body, or to remove the souls of others from their body and wash them away, leaving the body without a host until the soul returns for it. You can also use this to wash away magical contracts and enchantments, wash away mana, move spells, and more.

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

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

Primordial

One With Water (100 CP): You are water, in its most purest form. You can turn yourself into water and manipulate any part of yourself through water manipulation. While in this form, you cannot die unless the majority of the water making up your form is evaporated

or destroyed, and you can heal from this by entering any body of water for a sufficient period of time and infusing yourself into it.

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

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

The Origin (600 CP): You no longer only utilize the power of a primordial, you now are the primordial. You are considered a natural part of the planet and the origin of all water. While this naturally makes you much stronger in all manners of water manipulation, and makes water unable to be manipulated in ways you disapprove of except by those stronger than you, it also makes you unable to be killed unless all water in your starting world each jump is removed. You are the origin, and you will continue to exist until the end.

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

Items

You gain an additional +300 CP for use in this section.

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

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

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

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

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

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

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

Magic Mirror (100 CP): A mirror of questionable use, as it doesn't actually reflect you. All reflection-based powers are augmented when used through this mirror somewhat, but its main capability is showing you visions of what you want most. Given enough time, you may be able to use this mirror to find that which you desire and claim it for yourself, or you could drive your enemies insane by dangling their desires in front of them and leaving them wanting.

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

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

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

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

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

Locker of Lost Souls (100 CP): Something-something-tentacles-something. This is a locker which, when opened, is much larger on the inside than the outside. It's essentially an eternally expanding walk-in-closet filled with everything the poor souls who died at sea had with them. From pirates to slaves, and even the imperial navy, you'll find the personal belongings of anyone who's died at sea within this locker. Good luck finding anything specific, though.

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

Water God's Trident (200 CP): A trident of great power, this item exudes a fantastic power. Should you allow this power to wash over yourself, you'll find that all water-based abilities no longer cost anything, let alone your attention, as water bends entirely to your will without any need for input, let alone magical energy or willpower. And, should you turn your attention towards actively controlling the water around yourself, expending your

normal energy while wielding this trident, the water will churn with such force that it tears nearly anything in its path apart, tripling or quadrupling the power of your water-based abilities.

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

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

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

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

Liquid Primordial Essence (200 CP): Straight from the oldest water, this is a bottle filled with a cool clear liquid. The contents appear nearly invisible, even. Drinking this sees you completely unable to be killed, harmed, or have your chain end in any way for 24 hours. You'll find yourself getting another bottle every year.

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

Companions

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

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

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

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

Monster from Beyond (50 CP, free: Cultist): This monster is frighteningly strong despite its small appearance. It holds an intelligence incomprehensible by mortals, but from your understanding it wishes to learn of the world and spread its own influence with your help. It acts almost like a protective dog, one which eats any threat to you to grow stronger and gains supernatural abilities scaling with the amount of worship others shower it with.

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

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

Sapphire Dragon (200 CP, discount: Elementalist): This dragon is smaller than the average dragon, and may be considered febrile by the standards of another dragon. Its beauty is beyond imagination, though, with shining sapphire scales unlike anything you've ever seen. With overwhelming magical, psychic, and technological knowledge, this dragon

can single handedly shoot your skills into the stratosphere, teaching you to become a phenomenal wielder of water. Not only a great mentor, but this dragon also has the sheer power to back it up, capable of splitting continents in half with its power.

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

Drawbacks

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

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

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

The Horror Beckons (+100 CP): It's unfortunate, but you've come into contact with an eldritch monster somewhere in your history. Its nameless horror has cursed you to slowly mutate uncontrollably into a half-fish abomination. You start this jump with only a few cosmetic changes, but over the next 10 years you'll become more and more horrifying to look at, until the most likely response from the townspeople is to burn you at the stake. Your charisma and beauty perks slowly stop functioning as your body changes more.

A Watery Grave (+200 CP): It's unfortunate, but you can't swim. In fact, you sink like a rock. If you have pressure resistance and the ability to breathe underwater, you'll survive, but it very well may be quite a long and arduous journey back to shore… and it's

guaranteed it will be, because you find your sense of direction at the bottom of the sea to be quite bad, and it's still very dark down there.

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

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

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

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

A Reflection Against (+300 CP): A reflection of you has been created, with all of your powers, perks, and abilities. This being has your own mindset, as well as an instinctive desire to end you to prove it is superior should you encounter it. If you avoid it, it will not come after you, but as its mindset directly reflects your own, you may not like what it does in your place.

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

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

free, returning to your body, crippled and forever haunted by your experience. What will you do with your remaining 5 years, survivor?