~Elements Series~

Generic Fire Manipulation

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This is a world filled with magic or psychics, perhaps even a combination of both or maybe neither. What you do know, though, is you love fire, and want to share the art of explosions and incineration with the rest of the world, whether they like it or not.

You may combine this jump with another jump at your leisure, or just use this as a supplement for any jump which has fire-related abilities or technology at your leisure.

You gain 1000 Combustion Points (CP) to share in your favorite pastime of lighting things on fire.

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 pyrokinetics in this world.

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

- **Combustionist (+50 CP):** There are quite a few engineers with a specialty in fire and smoke around this world, building their fantastical contraptions.

- **League of Shadows (+50 CP)**: This world is full of assassins. They particularly love their ash and dust, don't let it get in your eyes.

- **Spy Thriller (+50 CP)**: You'll find more than a few spies, manipulators, and others who have quite a bit of training in psychology and the arts of manipulating emotions. They have a particular habit of string people like you along, twisting your thoughts until you're just another puppet for them.

- **The Fire Within (+100 CP):** The flames within are a very real thing now. The fires of passion ignite within every living thing. This can create a problem, though, as this also makes it a very vulnerable weakness within everyone including you. Don't let it be blown out.

- **Theologians (+50 CP)**: Is it man? Is it machine? Is it alive or dead? How can we know for certain? This world is filled with automatons, golems, and other various constructs built by mankind, those who dabbled in the arts of creation, using fire to forge new life. Maybe you can take the time to figure out if they deserve their own life insurance policy?

- **From Man, God (+100 CP):** Automatons? No, those are fragile, weak, stupid pieces of scrap metal not even worth the time of the true gods of this world. A group of powerful beings have used the fires of creation to forge true life, life beyond life, power beyond power. There is an army of beings under their control, veritable gods forged from metal and fire, walking the earth. Will you stand against them?

- **From the Cracks (+100 CP):** Something… no, more than one something… has torn its way through the veil between space, time, and reality. Their tendrils twist and turn, their fingers form the stars, their bodies form time itself. From their limbs, monsters fall like meteors. From their gaze, the minds of man are driven to madness. They crawl from the seas, from the skies, from the land, and they are here to stay. Can you survive?

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

- **Ice Age: The Iciest of Ages (+100 CP):** I hope you like the cold, because it's going to be very cold. All fire abilities tend to be much weaker around here, you'll constantly be freezing your butt off, ice is everywhere, and heaters are much harder to come by. Make yourself an igloo, you'll need it.

- **Molten Mountain (-50 CP):** There is an abundance of geothermal fissures around this world. Volcanos everywhere, steamvents coming up from underground, lava rivers, wildfires, and more. This can make all of your firebending quite a bit more powerful, just make sure to bring a few liters of water to keep hydrated.

- **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 fire and lava 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 full of living flames and demons.

- **With Love (+50 CP):** People in this world had a decision to make: peace or war. They chose war. A war of the heart, a war of love, a war of using your slaves as proxies. Everyone specializes in mind-control magics in this jump, and they all seem to love using proxies for their fights. You'll have to find the person controlling the person controlling the person controlling the person in order to get any sort of revenge.

- **Today We Sing (-50 CP):** Everybody else in this world requires lengthy spell chants to cast their magic or use their abilities. Even technology in this world has an odd requirement for a lengthy chant to use properly.

- **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.

- **Magmatic (+50 CP):** The world is utterly obsessed with the whole "fire and brimstone" thing. Hidden volcano lairs, demon summonings, raining fire from the sky, lava rivers, the whole thing. You might find it a little difficult to get some good air conditioning, what with the idiot who redirected the geothermal fissure to run lava down your street. You know, "for green energy."

Origins

You may choose your age, sex, and location for free.

Pyromancer: You have harnessed the innate mystical energy of magic to breathe life into your flames. Your sorcery brings light and fire into existence, scorching all who dare approach. Cast your spells of the sun, grasp at the great holy light above and bring down fiery wrath on your foes.

Pyrokinetic: Fire is a part of you. Flames lick your very thoughts, and you've learned to manifest the flames in your dreams and interweave them onto the material plane. Your psychic powers draw upon your infinite rage, your wrath, your hatred, and your passion to ignite the air around you. Can you steady your very essence and grasp the power which is being offered to you?

Pyrotechnitian: you have vast understanding of fire and thermodynamics, and your power of fire comes from your knowledge and technology.

Ashen Beast: You are a beast, a creature formed from the ashes left behind. You are what's left once the flames are gone, once they've cooled. Yet, your rage never cooled, your will never froze, and so you stood from those ashes and became an ashen beast.

Dancer: The fires of passion, honed to a deadly point. You have spent your life sharpening your passion into a weapon, a force of ruin to make those you grasp at dance to your whims. You have the natural ability to play the strings of passion in others, twisting the fire within them around your finger and holding them captive at the sight of you. Twist their emotions, control their bodies, and remake their minds through your perfect understanding of psychology until you tire of them and stab them through the back.

Promethean: The breath of life, the fires of existence, the burning within from which true understanding dawns. Your flames are the flames of creation, molding and changing life itself. Your fires do not harm, they do not heal, they advance. You hold holy flame at the tips of your fingers, flame which can be molded into various metals and materials and more importantly, flame which grants a soul to anything which is created. Hand the future to your children, and they will give you the world.

Elementalist (200 CP, discounted if you already have an Elementalist origin): You gain power over Fire, Water, Air, and Earth as your choice of magic, psychic, or technological power set. All perks purchased in this jump are reduced to 50% of their normal capability and power, but they now affect all 4 of your elements.

The Pyre (300 CP): your power over fire is eldritch in nature. It is no longer so much fire, as it's reality warping with a fire aesthetic.

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 Flame Manipulation (free): You can control flames at a basic level. Your power and control grows without bounds, based only on what's required to fuel it and the training and knowledge you have on the subject. If you're a pyromancer, this grants a small mana pool and knowledge of basic fire spells. If you're a Pyrokinetic, this grants you increased willpower and mental endurance and basic psychic fire abilities. If you're a Pyrotechnitian, this grants you a basic understanding of chemistry, physics, and thermodynamics in addition to some technology related to them. The Ashen Beast can manipulate ash around them to a small extent to add natural weapons to themselves, while a Dancer gains an extensive education in psychology and the Promethean can create basic items from the Fires of Creation. An Elementalist gains one of the previously mentioned benefits but at a smaller level. The Pyre gains small-scale, localized reality warping which can be trained up and knowledge on fire-related reality-editing abilities.

Beginner Flame Manipulation (50 CP): You have the equivalent of 10 years of experience in fire manipulation. You have a repertoire of spells, abilities, and technologies which can perform simple to moderately complex operations related to fire. You can light a building on fire, incinerate bones, cause spontaneous combustion, shape fire into various shapes, and understand various principles regarding the physical world in order to build technology and bombs. Lots of bombs. A Dancer gains nearly supernatural capabilities in manipulating others and assassination techniques, and a Promethean can create nearly anything with their flames that they can see.

Intermediate Flame Manipulation (50 CP, Requires Beginner Flame Manipulation): You have a solid 30 years of experience now. You can probably light up a city block and have the mana reserves, willpower, and mental endurance to maintain that for a while. You can create powerful weapons, items and technology which utilize fire in order to accomplish your goals, from building complex factories to machinery and equipment which runs entirely off of fire instead of electricity. Your psychology would be beyond supernatural now, able to force others to dance to your strings, and your Flames of Creation would be capable of creating magical items. An Ashen Beast can fully reform their body into various shapes and heal from damage. Your reality warping allows you to impose your view of reality, particularly that of a burning and scorched reality, on the world around you in a city block's area.

Advanced Flame Manipulation (100 CP, Requires Intermediate Flame Manipulation): you have 100 years of experience in fire manipulation. Your flames can Engulf a city, probably even more if you push yourself. Your control is improved, you have significantly increased mana reserves and willpower, and dozens of not hundreds of spells and abilities under your belt. Your reality warping is such that you can affect massive swathes of land, edit reality to add in fire ex-nihilo, scorch the earth with a thought, and reduce villages to ash and bones without even requiring fire. A Dancer can talk nearly anyone into nearly anything, even able to talk non-sapient beings into doing their bidding while a Promethean can create life itself and imbue it with a soul. An Ashen Beast can modify their physiology fully into any form and both control and feel through their ash at a magnificent distance.

Expert Flame Manipulation (300 CP, Requires Advanced Flame Manipulation): You have 500 years of experience in fire manipulation. Your skills and abilities have expanded to be able to ignite anything short of a planet, scorching continents. Your technology can bend the laws of physics and perform feats which would leave scientists dumbfounded. Build bombs which ignite matter itself, creating a self-sustaining explosion. Build a perpetual motion machine. A Dancer can talk the world into changing how they want it to, and an Ashen Beast can grant themselves powers through the forms they take. A Promethean can create incredible constructs that border on divinity. Your reality warping is also now advanced enough to breathe actual life into constructs by manipulating and generating the flames of life.

Master Flame Manipulation (500 CP, requires Expert Flame Manipulation): The ultimate shortcut. You gain the equivalent of 100,000 years of fire manipulation training and research. Your mana capacity is absurd, your willpower is nigh infinite, your knowledge on thermodynamics and physics allows you to effectively break physics over your knee and build machines that can generate absurdly powerful effects, your fire abilities are in the realm of affecting entire galaxies at once, you know hundreds of thousands of fire techniques, and your reality warping can rewrite history itself with cinder and fire. Your ash can change itself, multiply, and its power of change can even change your own essence, soul, and concept. Your Psychology lets you ask reality to change itself for you. Your Flames of Creation let you create even gods beyond gods.

Fire Resistance I (50 CP): You have 10% Fire resistance.

Fire Resistance V (50 CP, Requires Fire Resistance I): You have 40% Fire resistance. Fire resistance now also protects from metaphorical forms of fire, such as manipulating the flames of love, or the fires of war in your heart and mind.

Fire Resistance X (100 CP, Requires Fire Resistance V): You have 60% Fire resistance, and can redirect some amount of fire to target you instead of other things.

Fire Resistance L (100 CP, Requires Fire Resistance X): You have 100% Fire resistance, and anything enhancing the abilities of any fire is reduced in intensity when directed at you or allies.

Fire Resistance C (200 CP, Requires Fire Resistance L): You have 150% Fire resistance. Whenever you're hit with fire which does not pierce or reduce your fire resistance below 100%, you are healed for the amount of damage you would've taken based on your over-resistance to fire (such as an attack piercing 7% fire resistance, you would've healed by 43% of the damage dealt).

Army of Fire (100 CP): All allies within 100 feet gain ½ your fire resistance as their own base fire resistance for as long as they remain within that distance.

Firestorm (100 CP): You can increase the area of effect of fire abilities and powers by up to 50%.

Shaper XVI (100 CP): You have fine control of your fire powers and abilities, able to shape fire into precise shapes and constructs such as covering a sword's blade in a fire spell so perfectly it doesn't even appear to be fire.

Burning Ash (100 CP): Your fire abilities produce small amounts of ash, even when they shouldn't. You have limited control over this ash, able to vaguely guide it in a general direction, but mostly it just falls from where your flames are burning.

Blind XVI (100 CP): The ash your abilities produce or which is thrown/used by you has a habit of getting in the eyes of your foes, blinding them temporarily and forcing them to rely on other senses.

Immobilize (100 CP): Ash covering your foes hardens, making it more difficult for them to move. Foes will feel like any part covered in ash is moving through water, and if enough ash is covering them, they won't be able to move without significantly greater effort.

Ashen Warrior (100 CP): Enemies covered in ash get decreased fire resistance and take additional fire damage depending on how much ash is covering them. An enemy completely covered in ash has 0 fire resistance and takes double damage.

Flamestrider (200 CP): When walking on flaming or charred ground, your movement, attack, and cast speed is increased by 200%, and the speed of all of your projectiles and powers are also increased by that amount.

World On Fire (300 CP): Whenever you're more than 50% on fire, all of your perks, powers, and abilities are increased in potency by 10% after all other bonuses.

Infernal Retribution (100 CP, META): Perhaps you wish not to suffer alone? We might be able to share some pain, let me grant you the ability to share your drawbacks with others. Would you like to watch the world burn with you?

You may, at will, spread your jump and chain drawbacks to others through touch. These drawbacks cannot be removed from anyone they're affecting under any circumstances. Why stop at one scaling enemy drawback when there could be a hundred–nay, a thousand! One for every cretin who insulted your passion. Burn them all to the ground.

Emberborn Legacy (300 CP, META): Are the fires not hot enough for you? I will throw you into the burning flames of Hell, then. Or rather, you would be happy to do so to yourself.

You may now keep any drawbacks from jumps you complete, take them to future jumps. These drawbacks will always affect you exactly as badly as they did in the original jump, even if they would normally not be compatible with the new jump. You only receive 50% of the CP the drawback would've given you, though, for the next jump and 75% less CP for every jump after that.

Is it worth it, Jumper?

Agony (300 CP, META): You have chosen death. Or perhaps you believe yourself so unstoppable as to take this opportunity for more power? You find yourself with the ability

to double the intensity of any drawback afflicting you, augmenting its difficulty and danger significantly. In return, you may take 50% more CP from the drawbacks. This CP cannot allow you to go over any CP caps introduced in a jump, nor can it exceed the total combined CP available from drawbacks within a jump.

Blinding Light (400 CP, Capstone Booster): Your flames lick the heavens and burn the Gods. Immortality is useless against your fire abilities. Unless something specifically has immunity or resistance to your fire abilities, such as magic immunity to a fire magic attack or fire immunity to a fire physical attack, your fire will burn it. Healing is negated, immortal beings fall before it, and divinity is useless in countering it. This also acts as a capstone booster, enhancing the 600 CP Perks for each origin.

Pyromancer

Mana Charge (100 CP): You can change fire into pure mana. The mana can be absorbed to restore your magic reserves, or dispersed so the fire is just gone. Absorbing the mana is very inefficient, and the process is imprecise making it poor for combat, but it can be used to stop a burning house or slowly augment your mana reserves.

Black Magic (200 CP): Your blood is flooded with mana. You can manipulate your own blood with magic instinctively by interacting with the mana in it. You can also light your blood on fire with will alone, your blood lights anything it touches on fire, and any blood added to your fire incantations, fire spells, and fire abilities increase their power immensely.

Magic-Piercing Incineration (400 CP): Your magical fire abilities pierce 100% enemy magic resistance and anti-magic barriers. Your fire spells can also safely be used in areas which prevent magic from being used.

Flametongue Paladin (600 CP): Your flames no longer only destroy, but they can heal, too. Your flames are akin to the flames of a phoenix, and by bathing yourself or your allies in fire you can heal and cleanse them of damage and disease. You're also able to confer your own fire resistance to anyone you're touching, and transfer any fire damage meant for someone else onto yourself so long as you're focusing on them. Your flames also gain a Holy element quality, dealing more damage to evil and chaotic creatures, beings of darkness, and the undead.

Phoenix Soul (Flametongue Paladin, Capstone Boosted): You are now a true Paladin. You can sanctify locations with your flames, purifying them of evil and darkness. You also gain access to the highest form of fire manipulation: the power to manipulate and create pure light, able to scour everything its brilliant rays touch from existence. In addition to these, anything you've purified with your flames, such as corpses, can be summoned as holy puppets with all of their abilities intact (though anything dead is still considered

dead). Your ability to maneuver and utilize the abilities of the sanctified puppets is equivalent to your control and power in fire manipulation. Corpses and bodies affected by this ability are guaranteed a peaceful afterlife.

Pyrokinetic

Psychic Evoker (100 CP): You are capable of conjuring flames from your mind without requiring any internal or external source of energy. You no longer require any mana, ki, chi, or other power source to create or use any fire or fire abilities. Using this perk greatly fatigues your mind, though, quickly requiring an increasingly large amount of willpower and endurance to stay conscious with continuous use.

Pyro-Telekinesis (200 CP): You are capable of solidifying your flames into solid constructs. They retain their properties as fire, but also act as walls and barriers. This is particularly useful for moving items around at a distance, and you will grow especially quickly in dexterity and precision when training this power for that purpose.

Astral Fire (400 CP): Your fire burns beyond that which the senses can detect. Your flames burn not only in the current dimension, but also in every other dimension, as well. Your fire scorches the spirit world as much as the material world, reaches into the psychic realm, and incinerates every variation and alternate version of anyone you incinerate in front of you.

Molecular Deconstruction (600 CP): You are capable of heating up elemental bonds between atoms, giving you the ability to dissolve those bonds and destroy the molecular structure of any normal matter. This takes a long time and requires significant concentration, though can be trained to be faster over time. This only works on material you understand the chemical composition of unless you have some way of seeing or sensing the bonds yourself.

Omnikinesis (Molecular Deconstruction, Capstone Boosted): Not only can you burn away the bonds holding molecules together, but you can also use your fire to sear them back together. Using this, you can create any molecular structure you understand, even creating new materials entirely with time and research. You have the key to alchemy, able to deconstruct and reconstruct constituent materials into any form and structure you properly understand. This starts out as a slow process, but with time and practice you can even weaponize this ability, turning your foes into statues and their attacks into mist.

Pyrotechnitian

Spark of Knowledge (100 CP): The more flames that are lit and around you, the faster you learn and the smarter you are. A single candle will have nearly zero effect, but a room

overwhelmingly full of candles could double your learning speed. A blazing inferno covering every inch of the land around you would increase your intelligence and learning speed by 5x, calculated after all other learning and intelligence boosters.

Use Bomb (200 CP): All items which deal fire damage, produce fire, or are associated with fire are considered spells and supernatural abilities in addition to items for the purposes of perks and abilities. Additionally, plasma now counts as fire for the purposes of your abilities.

Smokestacks (400 CP): You understand the composition of your fire to such a fine degree that you're capable of altering it such that it produces substances which hypnotize and cast illusions on those who breathe them in. You can make the smoke associated with your fire-based abilities hallucinogenic, weave increasingly complex illusions over those who are in the vicinity from the heat, and you can modify ash to grant ash the same properties. You also gain knowledge on how to manipulate your flames to make them a beautiful spectacle to any who view them.

The Forge of Champions (600 CP): Your flames have properties which strengthen other things. When your flames are used in forging or creating items, those items are all 100% more effective in what they do, with any and all enchantments or augmentations included. Your weapons also deal an additional 50% fire damage, and other items have 50% more fire resistance.

The Forge of Gods (The Forge of Champions, Capstone Boosted): In addition to the effects of The Forge of Champions, you can now imbue your creations with the effects of any of the flame spells, psychic abilities, and pyrotechnic technology you can personally perform. This includes the effects of any and all of the perks from this document. The amount you can add to each item scales with how powerful the item would've been without them, with mundane items only able to accept one power and god-slaying items able to accept dozens.

Ashen Beast

The Ash Falls Like Snow (100 CP): Your physiology has changed. You being constructed entirely from ash now should make that obvious. You retain all aspects of what you were before despite being an ash construct now, and yet you also gain the benefits of being such an ash construct.

Infernal (200 CP): Within you, your rage burns. It burns so hot and so great that the embers fleck at your skin, cresting your ashen facade, setting alight any which may be unfortunate enough to come too close. These embers, these sparks, they fly across you and flicker like an aura around your body. Truly, you are a being born of embers.

An aura of disintegrating flame surrounds you at about 30 meters, generated from the sparks flying from your body. Any biological lifeform, and many non-biological items which enter this aura, so long as you keep it active, burn away near-instantly from its intense heat. You may turn this aura on and off at-will, but it will automatically activate if you're in danger and you would've wished for it to be active had you known of the situation. This aura of flame takes absolutely no energy to keep active or toggle on and off, it is simply a manifestation of your inner flame.

You will enjoy knowing that this perk also empowers any other form of aura ability you have, making them twice as effective at no extra cost.

Ashbringer (400 CP): You can convert any flames you control directly into an equivalent amount of ash and control it with incredible precision and grace. Great for using as a smokescreen or escaping under its dark cover. The ash produced by your powers and abilities is supernaturally dark, obscuring even supernatural attempts to see through it. You're still capable of seeing through it.

If you have the perk "The Ash Falls Like Snow," you may add this ash to your body to heal yourself or take on more gargantuan and varied forms. You can also apply this ash to create dense armor on your body, weapons, and other features.

Ignition (600 CP): You're capable of igniting any ash around you, lighting anything it's touching on fire. Fires started through this perk burn significantly hotter and still count as ash for the purpose of any perks. This also reapplies the effect of Blind XVI with a 100% chance of blinding, the effects of Ashen Warrior are doubled such that foes' fire defenses are reduced to -100%, the effects of Immobilize completely constrict the foe for a moment, and anyone who sees this ignition is blinded by the light for a period of time.

During this period, lighting yourself on fire if you have "The Ash Falls Like Snow" will generate an aura which inflicts all the status ailments of the items you're holding on all foes surrounding you. If you have Infernal, it increases the radius of the perk Infernal proportional to the heat of your flames.

Incineration (Ignition, Capstone Boosted): Everything's on fire. Your ash is so hot it causes droughts miles away. You no longer need fire at all, your ash can be manipulated as if it is fire and you can generate ash at-will. The ash is so hot, coating a fire-proof blade in it would allow you to completely incinerate a person with a single papercut. Not only is your ash deceptively powerful and deadly, but for an assassin such as yourself, it's subtle and the very opposite of flashy. By default, your ash is always twice as hot as any fire you're able to create, but cannot spread without your assistance, as it's ash and not a crawling flame.

Dancer

Dancer's Intuition (100 CP): You can learn to understand the flame within yourself, but now you can see the flames within others just as well. Every person has a flame within, a flame of passion, and you have incredible insight into these flames, able to see them as clearly as their physical forms. The flames of passion do not lie, allowing you to always know not only the true nature of anyone you look at, but also know when their flame flickers from lies or burns with confidence.

Grasping Tendrils (200 CP): You understand passion, passion is your power. You have learned to manipulate the passion within others directly. You can interact with passion as if it were a physical object, both your own and others', allowing you to ignite it, cool it, mold it, and steal it. Igniting passion makes all emotions more intense while cooling or squashing passion will dampen or remove emotions. Molding it lets you change the emotions into something else, such as taking rage and shaping it into worship. Stealing it from someone makes them lose their mind. The more passionate someone is, or the more willpower they have, the more difficult it is to do this.

If you have "Dancer's Intuition," you can manipulate passion at a distance, and it is much easier. Otherwise, you must touch the target to shape their passion.

Dreams in Flame (400 CP): Passion is a state of mind, so what better way to control and manipulate passion than directly through the mind? You can control Dreams with your fire manipulation. Putting others to sleep through your flames and entering their dreams is the simplest use of this, but you can easily learn to change the state of their dream world, harm them through their dreams, and eventually even pull things out of their dreams or your own dreams into the physical, waking world.

Burning Passion (600 CP): May your passion set you free. You have the ability to collect your passion and turn it directly into power. By being passionate about something, whether a person, a hobby, or any other activity, you will constantly siphon off some of your own passion and store it, proportional to how much passion you feel. This passion not only can be used to fuel abilities as if it were the energy required to use that ability, but the more passion you're storing at a time, the faster you progress, learn, and grow. Your charisma also grows proportionally to the amount of passion stored, making you more easily understand others and getting supernatural intuition on how to handle people and situations. Lastly, you can expend a significant amount of passion (perhaps 10 years' worth of passionate activities for an average person) to resurrect yourself or prevent a chain-fail should such an instance occur.

Flames Within (Burning Passion, Capstone Boosted): Your passion is phenomenal. It burns as a true flame within you, empowering you. You grow your internal reserves of passion at twice the speed as Burning Passion, and the light of the flame burning within you allows you to infuse your passion into all of your fire abilities,

empowering them proportionally to how much passion you sacrifice to them. Stocking passion grants you such insight that it pierces time itself, allowing you to view the future the more passion you have saved within you, with greater clarity and knowledge on various timelines the more you have. You find it much easier to be passionate about things, as well, making it easier to generate excess passion.

Promethean

The Beginning (100 CP): Your flames are such that they no longer burn, but rather they draw out the potential in everything around you. But wreathing items or allies, or even yourself in your fire, you can improve them. They gain small and incremental improvements to their structure, materials, mechanics, design, etc. as they slowly grow closer to perfection. The more knowledge and crafting perks and abilities you have, the faster this process is and the more your crafting perks influence the direction these improvements go in. It's even faster if done in a place of creation. You can toggle this on and off at-will.

The End (200 CP): What begins, must come to an end. Every heart must return to whence it came. You hold power over endings, able to bring to an end anything you've witnessed the beginning of. Crush a mage's spell as it's released, destroy a rogue god you built yourself, sever the lifeforce of a child you witnessed be born, and remove from history the revolution you wrought should it spiral out of control. You must have been in the presence of what was created when it was created to use this.

As a bonus, you are capable of eliminating the soul of anything you kill personally using this, preventing others from entering any form of afterlife should such a thing exist.

Anthems of Creation (400 CP): Music permeates the world; a song is a pure act of creation. You can now use your song to enhance anything that you are in the presence of when it 'begins.' By performing a pure act of creation by singing a song, you influence the aspects related to what is created. Singing of flames while forging a sword would create a sword of fire, while singing of strength when witnessing the birth of a child would allow that child to grow strong and healthy. Singing of destruction when igniting a flame would create a wildfire, and singing of passion when creating a connection with another would inspire love.

The Beginning enhances these effects, while The End would allow you to immediately revoke these effects at will. Unless you have The Elementalist origin, you are limited to singing of fire and ideas related to such (such as passion, strength, destruction, connection, emotion, and rage).

Living Embodiment (600 CP): Your body has been cleansed in the flames of creation. Your physical and mental capabilities are raised to the peak of whatever race or species

you're part of and then some. Everything about you has been made more efficient, as well. Your body constantly evolves as it encounters new stimuli, taking in new concepts as you encounter them to make itself better. Encountering species with unique biological organs might integrate similar structures into yourself should it be beneficial, while getting burned would allow your body to secrete a flame-retardant chemical when fire is nearby. The evolution is fairly quick, enough that you can adapt after a couple minutes even in a fight. You are now also biologically immortal. You can revert any changes you don't like, or influence the form these changes take.

True Promethean (Living Embodiment, Capstone Boosted): The sun has blessed you, the origin of the sustainment of life and the flame of the greatest vitality. Your body has evolved to substitute solar energy and radiation in the place of food should you desire, and all of your powers and abilities can use the sunlight to empower them and replace part of their energy costs. More importantly, you can now create and control nuclear radiation as if it were fire, and use that radiation to rapidly evolve yourself or others as if through a combination of Living Embodiment and The Beginning (Should you have that perk). Not only that, but you can also easily change the progress of Living Embodiment to devolve others should you wish, removing adaptations on them and weakening them rapidly.

Bring the light of creation and evolution to the world, and save them from their mortal chains.

Elementalist

Conversion (100 CP): You are capable of converting any of your powers and abilities to instead use fire. Punching something? Convert the physical damage to fire. You can freeze enemies? You can now just cover them in fire. Throw an energy beam? The energy beam now is just a beam of raging hot flaming plasma.

Golem Summoner (200 CP): You can summon flame golems. Flame golems augment the fire abilities of nearby allies and yourself for each one you summon. You can summon 3 at a time to start with, and can summon more with significant practice. They're loyal to you, but they don't actually do much damage, themselves. They make great shields, though, and have very significant defense and high health (at least twice your own vitality). The golems' size is variable based on how much energy you have, plus how small you'd like them. A fairly powerful mage or psychic can make them about twice the size of a human. Their form is based on what you're thinking of when you create it, but must be mostly made of fire and stone.

Intensity 10 (400 CP): You can take each of the primary elements you can control and increase their intensity to the point they gain new properties. Fire becomes invisible, water

becomes acidic, earth allows you to change magnetism and shift gravity, and air becomes impossibly sharp.

Sorcerer (600 CP): Your ability to control the elements has improved to the point that you're not just limited to the primary Fire, Water, Earth, and Air. You can now control Metal, Electricity, Ice, Blood, Gemstones, plasma, steam, and Plantlife with half the proficiency of your primary elements. If you are not an elementalist, you only gain access to the fire-related elements steam, plasma, and metal. In addition, you're able to combine different elements to create secondary elements, and even tertiary elements should you have the elemental capabilities. All secondary and tertiary elements gain the effects of all perks of their components, and are additively powerful based on the power and control you have of all components.

Superior (Sorcerer, Capstone Boosted): Your fire-related powers and abilities are improved by your mastery of other elements. You've become so skilled with water, earth, and wind that you can now treat fire as any of them. All fire-related powers and abilities are now affected by all water, earth, and wind perks you have at 50% effectiveness. Also, any effect that would lessen the effect of other perks, powers, or abilities is removed, including the Elementalist's 50% reduction in effectiveness from all perks in this document and other Element Series documents, allowing them to gain the full effect of all of these perks for all 4 primary elements.

The Pyre

The Cold Candleflame (100 CP): You are capable of making all of your fire abilities non-elemental at any point you desire, causing them to bypass fire resistance completely, as well as deal full damage without any heat at all, now having a matter-erasure effect of equal potency. You can also give any of your other perks, abilities, and magic a fire aesthetic.

Fire Eater (200 CP): You can eat fire to restore all forms of energy you have, as well as physical energy and endurance. You can also devour the flames of any of your foes' attacks, even should the attack be larger than yourself, so long as you can sense it and have time to open your mouth. You may also choose to instead redirect the flames back at your foes at several times the original potency immediately after devouring them. If you have The Cold Candleflame, you're capable of cycling the flame back into yourself multiple times, increasing the potency exponentially, though this takes some time.

Hellfire (400 CP): Any fire, fire-like, and non-elemental energy abilities you can use can be imbued with corruptive effects. You can add a sleep effect to put your foes to sleep, poison effect to poison them with various poisons and venoms, a zombie effect to make those your attacks hit count as zombies and undead for the purposes of other effects, or a corruption effect to make your targets slowly change over time to become more like you

want them to be. These attacks and abilities can also now directly target the very soul of those you use them on.

Pact of Pyre (600 CP): You're now connected to an omnipresent eldritch god of fire and ash. It empowers you, granting you 100% more power to all of your fire abilities. In addition to this, your fire now counts as eldritch, optionally burning away the sanity of all who see it besides yourself. The Pyre now counts as a God for the purposes of any abilities you have which require a God or Worship to use, and all religion-related, divine-related, and charisma powers and perks are empowered by 100% so long as you are near a large source of fire. This god cares for you (insofar as an eldritch god can care) and will occasionally intervene to assist you in unexpected (and sometimes unwanted) ways. It also likes giving you (probably extremely dangerous and deadly) gifts to reward you for… some reason. If you don't want a questionably evil god following you through your adventures, you may instead gain these benefits without anything joining you on your chain.

The Blasphemous (Pact of Pyre, Capstone Boosted): You have subsumed the power of the god who stood above you. Perhaps you are not a god yet, but you hold much greater power over the fabric of reality. Not only are all of your reality warping abilities increased in range and effectiveness, but they've become a natural fact of the universe. All of your reality-warping abilities cannot be overwritten by other forms of reality warping. Additionally, your reality warping always takes precedence over other reality warping abilities, overwriting any other changes in reality. You can choose to (somehow) still have this God-like being follow you as an additional (or replacement) benefactor.

Items

You gain an additional +300 CP for use in the Items section only.

Infinite matches (Free): You have a box of matches. It never empties. If the box is destroyed, it will appear in your warehouse within an hour.

Bottles of Fire (50 CP): You have a bag filled with Molotov cocktails. They never run out. If the bag is destroyed, it reappears in your warehouse within an hour.

Bag of Ash (50 CP): A small sack which contains limitless ash. What use could it possibly have?

Perfumer's Bottle (50 CP): Tis a bottle of perfume. After spraying it on yourself, everyone around you becomes more susceptible to your manipulations.

Bonfire (50 CP): A small fire to warm you in hard times. Sitting by it slowly heals you and makes you stronger bit by bit. You find one of these whenever you're ready for one and no sooner.

Through the Fire and Flames (100 CP): This guitar is fire. You can play this guitar with incredible proficiency, enhancing all music-related abilities and perks you have. Explosions are much more potent while holding this instrument, pyrotechnics are much grander, and you always look like a complete badass with it. Hitting others with this deals entirely fire damage and zero physical damage.

Flight of Fancy (100 CP): A stage for you to perform on. This is a grand theater of great quality owned by you. It draws great crowds to view its performances, and most notably it has a special spot for its owner to create a grand show for all to enjoy. Notably, should there ever be a fight within this location, all of your enemies find themselves as weak as a peak human should they be greater, and all foes would find themselves tiring more quickly and more easily influenced by their emotions.

Ordinance (100 CP): You have a bomb. This is a big bomb. For the purposes of any perks or abilities, this bomb counts as both a spell as well as an item. It is as large as a person, though you can carry it as if it was weightless, and it creates an explosion whose damage and radius scales with your magic ability.

Poisoner's Bottle (100 CP): Tis a bottle of… perfume??? You can spray yourself with this. It makes you temporarily immune to poison and also causes all targets within a few feet to become poisoned.

Goblet of the Fire Drinker (100 CP): This drinking goblet can catch water, lightning, earth, and air elemental attacks and will convert them to flame. It cannot catch fire attacks. By holding the opening of this goblet towards the attack, the attack will be funneled into it and converted to liquid fire. The glass can hold an unlimited amount of liquid fire, but it can only absorb attacks. Makes a surprisingly effective elemental shield.

Light My Fire (100 CP): There's nothing quite like a magical scroll to cause mass destruction with… I only wish it didn't light me on fire to use it! This is a scroll which you can ignite with a flex of willpower. When you ignite it, it ignites you, covering you completely in fire. This fire does noticeable damage to you, but nothing extreme. It burns extra hot on anything you touch while ignited, though. You get another scroll whenever you use up one, located wherever you need it to be.

Stick of Boom (100 CP): This is a wooden staff. If you kill anything while holding this with a fire-related weapon, spell, or attack, the dead enemy will explode in a massive explosion, causing damage to everything around it except you.

Amulet of Burning Heart (100 CP): This amulet enhances all psychic abilities somewhat, and enhances all fire-related psychic abilities significantly, allowing psychic fire abilities to strike with 50% more intensity and strain the mind much less. This amulet also enhances willpower and gives the wearer the courage and strength of character to stand up just a bit stronger for what he believes in.

Ring of the Pyro-Maniac (200 CP): This ring sets your fire resistance to 0, and fire damage cannot be mitigated by any means by you including by armor or magic. All of your fire attacks are increased in potency by 500%, pierce all defenses of your enemies, and cannot be healed from.

Enchanted Flamberge (200 CP): A sword in the style of your choice, enchanted to drink in fire. It absorbs all fire near it, empowering it temporarily, and can ignite itself in flames. All fire abilities channeled through it will increase the power of the sword. It also can't melt from heat.

Paladin's Bottle (200 CP): This can't be perfume… can it? When you spray yourself with this, you temporarily become immune to damage. You also move much more slowly and become as heavy as a car.

Funeral Home (200 CP): This funeral home has cremation chambers in the basement. People have a habit of choosing this funeral home over others, and occasionally especially powerful and potent individuals who've died will find their way through here. Any corpse brought in here gets duplicated, and each corpse can only be duplicated once. Duplicated corpses cannot be duplicated. Perfect if you want some extra bodies for some reason, or to resurrect someone as a zombie while still having a body for the funeral.

Fire Conversion Armor (200 CP): This armor is enchanted to convert 75% of all damage you receive to fire damage.

Actual Burning Heart (200 CP): The heart of a fire dragon. It continues to pump blood despite being completely removed. Bathing in this blood grants biological immortality, stopping the aging process, along with some other benefits. Whoever bathes in the blood gains slightly enhanced healing, stronger willpower, the ability to breathe fire, somewhat hardened scale-like skin, enhanced mana capacity, and immunity from being boiled or burned from the inside out.

Fire Giant's Crown (200 CP): A crown of great repute. So long as you're wearing this, you count as being on fire at all times without the negative effects associated with such. Additionally, all physical attacks you perform with your body count as fire attacks for the purposes of all perks and abilities you have.

Miniature Sun (200 CP): The sun, but fun-sized. You can summon it at-will, and direct nuclear radiation from it in any direction. If you had some way to manipulate radiation, it becomes much more powerful. Also augments fire-related abilities when it's nearby, can fry electronics, and slowly strengthens your body by removing imperfections while it's nearby.

The Last Ember (600 CP): This is the Last Ember, an ember from the Fire of Eternity. It will never burn out. It's warm to the touch and acts as a continuous source of fire. All fire produced and manipulated from this is much more powerful and cannot be defended against. Using these flames to forge items grants the item the concept of "primordial," making them always function better than any related item in your current jump that doesn't also have the primordial qualifier.

Companions

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

Scholar (50 CP, free: Pyromancer): This is but a humble scholar, studying the inner workings of fire magic. They have been studying for decades, and are happy to share their secrets with one such as yourself.

Psychic (50 CP, free: Pyrokinetic): This psychic craves companionship, and wishes for someone like yourself to take them in and be their friend. They'll do practically anything to make you happy, including show you the ropes of manipulating fire with the mind.

Mad Scientist (50 CP, free: Pyrotechnitian): This person is a raving lunatic. All they seem to want is to create the next big, deadly weapon or experiment and watch it go BOOM! They aren't really a raving lunatic, but like to play up the part, and do quite like the sight of bright, hot fire and machinery in the morning.

Ninja (50 CP, free: Ashen Assassin): This is a ninja. They dislike conversation and work to efficiently perform their duties. What are their duties? Well, they're looking at you for some guidance on that front.

Phantom Troupe (50 CP, free: Dancer): Rather than a single individual, this companion is a group of professional performers. Not only performers, they're former covert spies specializing in psychology and profiling. They've decided to (secretly?) profile you out of curiosity, though it won't take much effort to convince them to work for you in exchange for some of your secrets.

Brave Soul (50 CP, free: Promethean): A lost soul, brought to bear by your presence and instilled with a drive to succeed for you. This person is now devoted to you, a brave soul to stand guard while you create your new world. Long live the creator.

Red Dragon (200 CP, discount: Elementalist): This dragon is as great as they are wise. They hold eons of knowledge of the universe and its inner workings. They specialize in fire, but hold vast knowledge over the other elements, including esoteric and exotic elements and powers. You will find you always learn something when speaking to them, even things you wish you did not know. They wish to pass on their teachings while always learning new knowledge and gaining further wisdom from ages to come.

The Burning Tree (400 CP, discount: The Pyre): Fire. Brimstone. Nothingness. This is no tree, yet it takes the form of one such organism. Its leaves are made of fire. It does not speak, yet it communicates. It does not move, yet it's where it must be. This being is enigmatic, but you understand it is there to assist you in your endeavors. It can manipulate reality, acting as a conduit between the real and the unreal, substituting something from beyond existence with existence, and swapping them to complete your goals. Just don't stare too long into its flames, for those who do may find themselves lost in the billions of psychotic truths it brings to bear.

Drawbacks

Red Hot (+100 CP): You may not be predisposed to violence or anger, but events will conspire to piss you off. It won't be dangerous, but things will tend to happen in ways that make you incredibly frustrated and angry. When these events happen, all perks that make you rational or have increased willpower will fail, and you'll only have yourself to hold your rage back.

Scorched (+100 CP): You're a burn victim. Your face is scarred beyond recognition and you're incredibly ugly to look at. You might be able to get some pity from this, but most people will probably just feel incredibly uncomfortable in your presence. It's really bad.

Blazing Inferno (+100 CP): Whenever you use fire-related powers and abilities, you have a very bad habit of lighting everything around you in fire. Whenever you use non-fire-related abilities, you also have a chance of lighting everything around you on fire… somehow.

Spycatcher (+100 CP): You're not catching spies in the traditional sense, it's more like you're catching an infestation of spies. You're now in the middle of some kind of grand wargame, and both sides are particularly interested in learning as much as they can about

you. Expect all of your friends to be spies, your enemies to be spies, the cooks at the diner you just ate at to be spies, and they're all extremely good at lying to you and manipulating you specifically. All perks that would help you sus them out don't work on them, and you can't predict the future of other people to tell if they're spies in advance. You'll have to figure out if they're actually your friends the old fashioned way.

Or you could just lie to yourself and believe everyone is actually your friend. They'd be perfectly happy to stay hidden.

Magic Chanter (+200 CP): All of your powers and abilities now require a magic chant. You automatically know the chant to use each of your powers, with more powerful ones usually (but not always) requiring longer and more complex chants. Perks which shorten chants still work, but at significantly reduced effectiveness, and can't shorten a chant below 25% of the total casting time.

Fiery Personality (+200 CP): All personality, charisma, mind control, and manipulation perks no longer work for the duration of this jump. People also have a habit of finding you annoying, stupid, and/or headstrong in the worst ways.

Specialist (+200 CP): All non-fire related powers and spells you have access to stop working. If it involves controlling another element or enhancing your own physical attributes, you simply cannot do it. Your only magic, psychic, or supernatural ability options are a choice between fire, or fire.

True Erudite (+200 CP): You now have a goal–prove yourself the greatest inventor in the world. Or at least convince everybody that you are enough to go down in the history books as the greatest inventor ever. There's just one problem… someone in this world is many times smarter and more creative than you and already has a full laundry list of world-shattering inventions and discoveries under their belt. You have 10 years to prove yourself better than them, however that may be. Killing them will only cement them as a tragic inventor far beyond their time, as a legendary inventor, making your job even harder. Can you prove yourself the greater one, or will your chain end here?

…You can take this person with you on your chain as a companion afterwards if you haven't killed them anyways or made them an enemy. They are always many times smarter and more creative than you no matter how intelligent or creative you become.

Fire-un-proof (+300 CP): You may have been training to be a powerful warrior of fire, but you never stopped to consider your own defenses. For the duration of this jump, your fire defense is nil, and your protection from your own fire-related powers, perks, and abilities is just as nonexistent.

Meet Your Match (+300 CP): There's someone your equal in this world. They're as strong as you are, have fire-based equivalents to every perk and power you have, can

pierce at least 50% of any fire resistance you have, and they're a little crazy and power-hungry. This person doesn't know about you, let alone who you are, but they're nearby when you start the jump and more than a little willing to use force to get what they want. You can avoid this person, but if they start burning down entire kingdoms because you're that powerful, they'll probably catch up to you eventually.

Cult of the Flame (+300 CP): A secretive cult is planning on summoning an eldritch god of fiery destruction. This god is capable of annihilating everything on a scale one tier higher than what you're capable of, with a minimum of planetary destruction. It wants to control the world, and failing that, to leave everything it can see nothing but ash. If you don't do something, the cult will succeed in summoning the god within 5 years. You can always do nothing, but that might lead to a miserable (and potentially deadly) existence.

The Mutant (+300 CP): The Sun has cursed you. The more you're in sunlight or the presence of fire, the more you will mutate grotesquely. It'll start out small, with chitinous scales or glowing eyes or altered skin color. Then it'll expand, cursing you with a lopsided tail that throws off your balance or making your right leg have too many joints to properly control. You'll grow too many eyes to see properly, and then a skewed sense of direction, followed by a sound sensitivity that leaves you wanting to cut your ears off. Then many more increasingly disturbing mutations which will culminate in psychosis should you stay in the sun too much. If you suffer by psychosis by the end of this jump, you will fail this chain. You can choose to keep any of these mutations individually should some be vaguely beneficial or interesting to you and add them to your body mod at the end of the jump.

Notes

On 'Elementalist' perk reductions: Because the Elementalist gains a ton of versatility, they suffer for it in power. All perks in this document are reduced in effectiveness and power by 50% unless they get the capstone boosted capstone "Superior." As a result of the reduction, they get 4 perks for every perk they purchase here, one for each element of "fire," "water," "earth," and "wind." Simply take each perk that's purchased and modify the "fire" language to be the other elements and reduce the effect by 50%.

On 'The Pyre' origin's powers: Your powers are essentially "reality editing." It takes no effort to perform, more like just asking reality to change for you, but you still have to figure out what requests to reality have what effects. They don't have to be related to fire, but the further your requests get from the idea of fire, the longer the reality warping takes, the more precise your requests have to be, and the more research and effort you'll have to put into figuring out the nuances of how to go about generating the changes. Fire-related requests, especially brute-force "turn this village into ash" ones, are relatively simple and quick in comparison.