Generic Fire Manipulation Jump

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.

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

Origins:

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

Pyromancer: your powers are magic in nature, allowing you to control fire with mana.

Pyrokinetic: your powers are psychic in nature, allowing you to control fire with your mind.

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

Elementalist (200 CP): You gain power over Fire, Water, Air, and Earth as your choice of magic, psychic, or technological power set. All perks are reduced to 50% of their normal capability, 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:

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. 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.

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 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, editing reality to add in fire ex-nihilo, scorching the earth with a thought, and reducing villages to ash and bones without even requiring fire.

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. 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.

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 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 99% Fire resistance, and anything enhancing your foe's fire is reduced in intensity when directed at you or allies.

Fire Resistance C (200 CP, Requires Fire Resistance L): You have 100% Fire resistance. Fire cannot pierce your defenses or reduce your fire resistance unless from a drawback. Allies within 100 feet gain 50% increased fire resistance.

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

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.

Blind XVI (200 CP): Your fire abilities produce ash, even when they shouldn't. The ash has a habit of getting in the eyes of your foes, blinding them temporarily and forcing them to rely on other senses.

Ashen Warrior (200 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.

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.

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 capable of a form of fire-based necromancy. Using your flames, you can reanimate the dead. These corpses move like and can use the abilities of the original, but have no mind and are just moving automatons animated by your fire. They are obviously unnatural to anyone who views them.

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 materials, 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 Decinstruction, 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.

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 smoke which hypnotizes those who breathe it in. You can make the smoke associated with your fire-based abilities hallucinogenic, weaving increasingly complex illusions over those who are in the vicinity, and you can manipulate ash and 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.

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.

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, and Plantlife with half the proficiency of your primary elements.

Superior (Sorcerer, Capstone Boosted): The effects of other perks are no longer reduced to 50%, you now get the full effect of all other perks you take.

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.

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 enhanced power to all of your fire abilities. In addition to this, your

fire now counts as eldritch, 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 and divine-related powers and perks are significantly empowered so long as you are near a large source of fire.

The Blasphemous (Pact of Pyre, Capstone Boosted): 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.

Items: (+300 CP)

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?

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.

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.

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.

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.

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.

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.

Companions:

Import (50 CP - 200 CP)

Scholar (50 CP, free: Pyromancer)

Psychic (50 CP, free: Pyrokinetic)

Mad Scientist (50 CP, free: Pyrotechnitian)

Red Dragon (200 CP, discount: Elementalist)

The Burning Tree (400 CP, discount: The Pyre)

***Drawbacks*:**

Red Hot (+100 CP): You my 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.

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.

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.