

He's our hero, gonna take pollution down to zero!

Welcome, Jumper, to the World of Captain Planet. It is a world not unlike your own, with cities and people you will no doubt find familiar. Like your world, the planet Earth is exploited by its inhabitants, its resources consumed recklessly in the name of profit. However, in this world, the consumption has grown beyond all pretense of reason. Pollution chokes the skies and fouls the seas; forests are razed to the ground and plants with and die. If this reckless destruction is not halted, the planet will soon collapse under the weight of its population.

Thankfully, Earth is not without its protectors. Five young teenagers, guided by the Earth's guardian spirit Gaia and gifted with the powers of the elements, have banded together from all corners of the globe. Their mission: to defeat the corrupt and ruthless beings who are destroying the planet, and to raise awareness worldwide on how to save their planet.

Will you help the Planeteers save the world? Will you join the Eco-Villains in destroying it in the name of profit? Or will you take a different path altogether?

The decision is yours.

The Power Is Yours.

Backgrounds

For any background that has a set of Elements associated with it, you may select one - AND ONLY ONE! - Element from the list. If this Element is already claimed by a canon character, you replace them (they still exist, they simply are elsewhere, and you take their place). Alternatively, see the Alternate Element perk.

No matter what background you select, you will arrive on the same day the Planeteers first receive their rings from Gaia.

Age and Sex
Your gender is whatever it was in your last jump; age is determined by background. You may pay 50cp to determine both your age and sex.

Drop-In (Free)
Age: 11 + 1d8 years
You step into this world, untouched by false memories. You seem to be between foster homes, and you'll soon be in the care of a permissive and slightly distant middle-upper class couple. You'll soon find that you have a strong connection to the neutral elements of Technology, situated firmly in the grey area between Nature and Pollution. You are a citizen of **Australia**.

The Elements of Technology: Metal, Electricity, Radio Waves, Fuel, and Curiosity

Planeteer (100 CP)
Age: 11 + 1d8 years
You are soon to be chosen by Gaia and granted a ring of elemental power in response to your prodigious affinity with an Element. There are four others like you, and you each come from one of the five populated continents: North America, South America, Africa, Europe, and Asia. (Australia and Antarctica don't meet the population minimums to have a representative.) Your home country doesn't really matter, you'll spend most of your time on **Hope Island**.

The Elements of the Planet: Earth, Fire, Wind, Water, and Heart

Eco Villain (100 CP)
Age: 25 + 1d8 years
You begin with a regional company, which owes its profitability in no small part to your disregard for the environment. Maybe you're just in it for the money, or maybe you literally need the harmful Element you represent. Maybe you just want to see the world choke on an endless stream of pollution. Then again, maybe you could even turn it all around. Your headquarters are in **any developed nation of the world**.

The Elements of Pollution: Deforestation, Radiation, Smog, Toxins, and Hate

Planet Spirit (300 CP)
Age: Roughly 1d8 Centuries
Gaia is not the only Planet Spirit on Earth. For example, there used to be her counterpart, Zarm, Spirit of War and Destruction, before he was kicked off the planet… and now, there's you. Though you are much younger and weaker than the ancient Gaia, you have a great deal of power for guiding and empowering mortals. However, you are mortal when outside your place of power, so be careful. You begin within your **Sanctum**, a small location within which you are immortal.

Instead of an Element, you have a single Domain. This acts similarly to an Element, but is typically slightly broader in scope. Your domain may be any one biome or environment; examples include "Desert", "Tundra", "City", or "Jungle". You may also select up to three related Elements from within that Domain. Your Sanctum can be any single, small location within the selected biome or environment. Whenever a Perk refers to your Element, you may select a single Element of your domain. This choice is not set in stone; you may use a perk to represent one Element you embody one day, and a different one the next.

Perks

General

Alternate Element (100 CP, non-Planet Spirits only)
Not satisfied with the boring, plebian Elements offered to you? Or maybe you'd like to join the Planeteers or Eco-Villains without replacing one of them, or you just want to be different. Whatever the case, purchasing this allows you to select an Element other than those listed, though it must still fit within the Domain of your background. Some examples are Glass for Drop-Ins, Wood for Planeteers, and Noise for Eco-Villain.

Multi-Talented (300 CP)
You have power over more than one Element, somehow. These Elements must be thematically related, either by being in the same Domain, or by being counterparts in different domains (Fire, Radiation, and Electricity, for example). If you would replace a character, you still only replace one of them, of your choice; your secondary Element will be a secret. You can take this perk multiple times, for a maximum of five Elements.

If you are a Planet Spirit, you may add another Element to your Domain, so long as it is still related to the selected Biome.

Drop-In

Heart Is An Awesome Power (100 CP, Free Drop-In)

You are exceedingly innovative, and you excel at finding new and interesting uses for your Element. When it comes to applying your Element to a task, you are a genius at finding a way to make it applicable, regardless of how unlikely. This applies for Elemental powers, and just for using your Element in a mundane fashion. Need to heal with Fire? Try cauterization. Want to save a farm with Toxin? Develop a new pesticide. And so on.

This perk also generally increases your creativity and resourcefulness slightly, but it primarily applies to your Element.

Elemental Aegis (200 CP, Discount Drop-In)
You are now heavily protected from harm by your Element. You are noticeably more resistant to damage caused by your Element, or anything made from it. You are very nearly immune to related environmental harm - for example, a Fire user would be nearly immune to heat stroke, and a Water user would be able to hold their breath underwater for incredible lengths of time - but this resistance is far less effective against directed attacks. Against directed attacks of your Element, you are sufficiently protected as to be noticeable. If your Element is mental in nature, you instead become resistant to attempts to sway your decisions through your Element - the user of Heart could not be convinced by appealing to his better nature, for example.

Strong as Steel (400 CP, Discount Drop-In)
You can, with practice and concentration, transform parts of your body into your Element. At first, you won't be able to do much more then turn a finger to stone, but as you practice, you'll progress to eventually converting your hand, maybe even your whole arm if your concentration is strong. Converting your body any further than a single limb would require an Artifact of Power. It is *highly recommended* to take Elemental Aegis if your Element is naturally harmful, as this confers no protection from your own body. However, your body will maintain cohesion, even if it takes a liquid, gaseous, or energy-based form.

Using this perk with mental Elements is *extremely* dangerous, changing your body parts into a thoughtform that can invade the thoughts of others and insert Element-appropriate thoughts. However, doing this mingles your thoughts with your targets, and there is a very real risk of getting lost in their mind and never emerging. Use with caution.

Awakening (600 CP, Discount Drop-In)
By touching any concentration of your Element, you can impart a measure of your power into it, causing it to awaken as an Elemental Golem. These Elementals have a personality as befits their Element, and have very simple intelligences. They are unfailingly loyal and will follow any order to the best of their ability, but they aren't smart enough to do any highly complex action. Their bodies are completely mutable, though always clearly made of their Element, and though they can speak their voices are distinctly unnatural. Elementals of mental Elements are the exception; they are summoned from any concentration of their corresponding emotion, look and sound completely human, can influence emotions around them, and are far more intelligent than normal, though just as loyal. An Elemental's size and power is directly linked to how much of

their Element is present when animating them; animating a large boulder will make a stronger Elemental then a tiny pebble. These Elementals last for twenty-four hours, and they can be up to twice the size of an average human male. You may only have one active Elemental at a time.

For an additional 100 CP surcharge, you can gain one of the following bonuses:

- The Elemental remains until banished.
- You may have up to five Elementals at once.
- The only size limit on an Elemental is how much of one Element you can gather at once, with the caveat that the entire thing must be visible - so no animating the entire planet.

You may pay the surcharge multiple times, to gain multiple bonuses, though you may only purchase each bonus once.

Planeteer

Earthly Education (100 CP, Free Planeteer)
You're exceptionally well educated on the subject of your Element, or something closely associated with it. You could teach a college course on the subject, and are particularly apt in instilling a passion in the subject in others. Examples include ornithology, marine biology, forestation, land conservation, geology, or veterinary skill.

Reduce Reuse Recycle (200 CP, Discount Planeteer)
You are a master of recycling, conservation, and eco-friendly technology. When recycling or cleaning anything to do with your Element, whether you're a Water-user cleaning an oil spill, a Metal-user recycling aluminum cans, or a Radiation-user disposing of radioactive waste, you always know the best, most environmentally friendly way to do it. All forms of green-tech and recycling tools are for more efficient in your presence, especially with regards to your Element. Furthermore, environments primarily made up of your Element just naturally become cleaner and less polluted in your presence if you stay there for a long period of time.

The Power Is Yours! (400 CP, Discount Planeteer)
You have the beginnings of the ability to control and manipulate your Element. By focusing on any source of your Element you can see and concentrating, you can will it to move or behave as you wish. For energy-based Elements such as Fire or Lightning, you may even be able to will small amounts of it into existence. However, your control is clumsy and weak, and will require either centuries of practice or the use of an Artifact of Power to achieve full control and greater power.

By Your Powers Combined (600 CP, Discount Planeteer)
You have the ability to combine with others to create something greater than the sum of its parts. When you and four consenting allies all hold the same, immediate, well-defined goal, you may each select an aspect of yourself - a power, a skill, an ability, anything - to contribute to this power. Each contributing member - including you - loses the selected aspect, but in return the aspects are magnified roughly tenfold and combined into a single, highly-powerful being. This

being works to accomplish the goal you set upon activation, and will vanish when the goal is completed or rendered impossible, or if sufficient damage is dealt to him. Once he vanishes, all contributed aspects return to their owners. You may only create a single gestalt in this fashion at a time. As a side effect, the summoned being will always, ALWAYS make terrible puns based on its abilities. This cannot be circumvented by any means.

For an additional 100 CP surcharge, you can gain one of the following bonuses:

- You may vary the number of allies required to contribute, down to a minimum of one (two counting you), to a maximum of seven (eight counting you). Note that less people results in a less powerful gestalt.
- Contributing members may contribute multiple attributes or aspects if they wish.
- Contributed aspects are halved in potency instead of lost while this perk is active.

You may pay the surcharge multiple times, to gain multiple bonuses, though you may only purchase each bonus once.

Eco Villain

Pollution Palate (100 CP, Free Eco Villain)
Where others grow sick and weak, you thrive. You are immune to harmful radiation, smog and smoke have a crisp, pleasant scent, and tainted water will only have a zesty aftertaste. In particular, consuming samples of your Element empowers and invigorates you, making you stronger, more durable, giving you more energy and giving you a small measure of its properties. It'd be no wonder if you didn't understand all the fuss about the environment.

Mastered Material Engineering (200 CP, Discount Eco Villain)
Contrary to conventional wisdom, you are brilliant enough to find not only a use for normally harmful substances and actions, but can make exceptionally useful things out of them. This perk enhances your ability to engineer or use your selected Element in feats of engineering, technology or other scientific and constructive fields. As long as it's within your Element, you could harness radioactive decay as a vital source of energy, or derive some meaningful return out of the smoke that came from burning fossil fuels.

Note that you can very much create benign systems and creations using ordinarily harmful Elements, but you aren't required to. Alternatively, you can create highly eco-unfriendly systems, designed to promote pollution based on your Element. Regardless of which you chose, your creations will always be useful and profitable.

Elemental Pollution (400 CP, Discount Eco Villain)
You can temporarily imbue a given sample of your Element with the ability to replicate itself. For the next thirty minutes or so, any inanimate matter touching the affected sample is converted into more of that Element. This conversion is slow, but a larger sample obviously will convert faster, as it has a larger surface area to touch things with. Generally speaking, a sample will triple in size over the course of the thirty minutes, although using an Artifact of Power can

accelerate the process. In order to target a sample for this ability, you must touch it, unless it is harmful to touch, in which case you must simply be close enough to touch it. You may not effect a sample more than once, and all samples you effect may not exceed a size of roughly two cubic meters.

Using this with mental Elements requires you to touch somebody currently feeling a great concentration of that Element. It will spread to anyone around them, giving them an infectious aura of goodwill/hatred/curiosity for the next thirty minutes, and giving anyone affected the same ability. These emotions fade when the ability ends.

Minion Master (600 CP, Discount Eco Villain)
You have the ability to summon up to ten minions, with personalities and attributes that match your Element. These minions are not very bright, poor fighters, and worse conversationalists, but what they excel at is utter loyalty, animal cunning, and generating large amounts of your Element at once. While they might not be the sharpest tools in the shed, they can communicate with you and each other telepathically for perfect coordination, and they excel at stealth and a greasy, used-car-salesman kind of charisma. You may choose to have these minions seem humanoid or obviously inhuman, but they are always unattractive and sleazy-looking. If destroyed, you can always summon a replacement after an hour-long cooldown period.

For an additional 100 CP surcharge, you can gain one of the following bonuses:

- You may summon up to twenty minions.
- Your minions become more adept at combat, using their ability to generate your Element as a weapon. They still aren't very durable, but they become excellent pack hunters.
- One of your minions is replaced with a "Commander" minion who is far more intelligent, durable, and overall more competent. They are decent at combat normally, and become combat monsters if you took the second bonus. They are much nicer-looking and more charismatic, and are very competent at tactics and commanding the other minions. They also have mastered a small array of Element appropriate skills. If you wish to have more than a single Commander, you may permanently reduce your maximum minions by three for each additional Commander, to a maximum of five total Commanders. Unlike minions, Commanders have distinct, persistent identities and personalities, but can only be re-summoned twenty-four hours after destruction.

You may pay the surcharge multiple times, to gain multiple bonuses, though you may only purchase each bonus once.

Planet Spirit

Sanctum Sanctorum (Free, Planet Spirit Only)
There is a location that links you to the will of the Planet which generates and empowers you. This location is your stronghold, but also your weakness. It is called a Sanctum, and it can be any location directly related to your Domain, roughly the size of a small house. You are in full control of this Sanctum, especially the aspects directly relating to your Domain. You can

reshape it however you wish, using the materials that are already in the area. While in this area, you are unaging and do not need to eat, sleep, or breath, though you can still be injured. Damage to your Sanctum will injure you in an identical fashion, and vice versa. When entering a new Jump, you may insert your Sanctum wherever you like, so long as it fits your Domain.

Why I Chose You (100 CP, Free Planet Spirit)
Some people have great, hidden potential in them, simply waiting for the proper stimulus to bring it out. At a glance, you can see what a person might become, given the proper stimulus. They might have the potential to become a mighty warrior, a great ruler, a master chief…. or a horrible villain. Or maybe their potential peters out at simply mediocre… though you'll find that this is rare. Everybody has something they can excel at. As a side effect, this lets you gauge how much potential they are currently using, judge how appropriate they would be for a particular task, and what Elemental Power they would gain if given a blank Power Ring. You may also judge how closely aligned they are to your own Domain or Element, from 'perfect fit', to 'decent enough', to 'not that great', to 'totally opposed'.

Search The World (200 CP, Discount Planet Spirit)
You cannot do everything alone. Sometimes, you need to seek out allies. With this Perk, you can send out your subconscious to search every location that touches your Domain or Element, seeking the perfect candidate for whatever you have in mind. You may set up to three search criteria, which your subconscious will cross-reference in order of whatever priority you set, and turn up the ten best matches it can find. If it cannot find ten, it will just show you every individual it could find. You know the full real names, basic personality, exact location as of the time of the search, and some vague tidbits about the history of each found individual. You may not use this to pinpoint specific people; attempting to narrow your search criteria too much will return a null result (search for 'people whose names start with 'J' is fine. Searching for someone named 'John' is probably also fine. Searching for John Doe who lives on 51 Somewhere Street is not). You may only use current information to search - personality traits, names, physical appearances, etc. You may not use things they *might* do or other aspects that have not yet surfaced unless you also took Why I Chose You, in which case you can use the information that would be revealed by that perk as a search criteria.

It is important to note that your subconscious can only search areas within twenty feet of something connected to your Domain or Element. For many Planet Spirits, this will not be a problem unless their domain is very limited, but for those with merely a single Element this may cut down on the number of people they can sense considerably.

Gaia's Fury (400 CP, Discount Planet Spirit)
You reach deep inside yourself to your connection with the planet, and yank that channel wide open, briefly making yourself as powerful as greater spirits such as Gaia. You must be in a location that is somehow associated with your Domain or Element to do this, though even a minor link will suffice. This channel will only last for about a minute, but during that minute, you have complete control over your Domain, and all the Elements that make it up, if any. You can

freely generate examples of your Domain at will, command it with ease, merge with it, and generally make yourself a force of nature for roughly sixty seconds. If you invoke this power from within your Sanctum, this will merely be tiring, and you will not be able to use this power for the next twenty four hours. If outside your Sanctum (or if you don't have one), this power is completely draining, and will leave you completely unconscious for the next twenty-four hours, regardless of any perks you have that grant enhanced endurance or otherwise prevent unconsciousness or exhaustion. If you invoke this power within your Sanctum, you may not leave your Sanctum until after the power expires.

Call the Champions (600 CP, Discount Planet Spirit)
You may select a single Element which falls under your Domain, and create an Artifact of Power linked directly to that Element. This Artifact can take any form, though jewelry is traditional for items which favor finesse - Gaia prefers rings - and armor or weaponry is typically chosen for power - Zarm was partial to gauntlets. This is just tradition, however - you can 'tune' the Artifact's aptitude for finesse vs. power however you like, favoring one over the other or an even mix. Just be sure the object is small and light enough to carry and conceal easily; otherwise the entire purpose is lost. Size confers no benefit.

Bestowing this object willingly upon a mortal - it cannot be stolen or coerced, you must freely chose to grant it - gives that Mortal control over the Element linked the Artifact, on par with an individual equipped with the "The Power Is Yours!" perk and a Power Ring. However, the mortal's compatibility with the given Element will sharply affect their performance; a badly mismatched mortal/Element combination will barely be able to coax a feeble response even with the Artifact, while a strongly resonant combination will produce more powerful effects. Sadly, however, as you are weaker than Gaia, the powers bestowed by these Artifacts will not match up to the Planeteers until you have had time - that is, centuries - to grow in power.

You may only grant up to three Artifacts at a time. These rings cannot combine their powers the way that Gaia's Power Rings can. You may not grant the same Element to more than one person simultaneously. No person can benefit from multiple Artifacts of Power at once. You may at any time 'cut the juice' to an Artifact of power simply by willing it, allowing you to make a new one while depowering the old one. Artifacts of Power can be stolen, but provide no power to the thief. You may not use your own Artifacts.

For an additional 100 CP surcharge, you can gain one of the following bonuses:

- You can grant up to five rings.
- You may grant aspects of your power other than Elements of your Domain, though they must still be catchy-sounding, elemental aspects that can be summed up in one word (or two, at a stretch). All Artifacts of Power you create must somehow be thematically linked together, so you may not create a random grab-bag of powers.
- The users of your Artifacts can combine their powers for significantly more potent effects. Combining four or less Artifacts merely greatly amplifies their power, with an exponential increase of power with every Artifact added. Five or more Artifacts summons

an extremely powerful avatar of the combined abilities, as if created by the "By Your Powers Combined" perk. Using more Artifacts makes the avatar more powerful.

You may pay the surcharge multiple times, to gain multiple bonuses, though you may only purchase each bonus once.

Items

General

Rental Ring (Free, non-Planet Spirits only)
You won't get far in this world without a Power Ring. If you do not purchase a Power Ring of your own, you may borrow one of your Element for the duration of this jump. However, if you do not purchase one properly, it and any copies you may have created will vanish by the end of the Jump. This Rental Ring functions exactly as described under Power Ring. Alternatively, you may rent an Iron Fist or Utility Band instead.

Drop-In

Construction Supplies (100 CP, free Drop-In)
A large metal shipping container, sealed shut. Next to the door is a small computer pad, with a digital form allowing you to requisition materials. Once per week, you may fill out the requisition form to request a bulk shipment of a single, mundane material. Five minutes after placing the request, the container will unlock, revealing itself to be filled with the ordered material. You may only order raw material, not finished products, and only 'mundane' materials without supernatural or otherwise unusual properties (as a general rule of thumb, only things that can be obtained in the 'real world'). Also, ordering materials which are harder to obtain will result in a smaller delivery; ordering "steel" will fill the container; ordering "antimatter" will barely summon enough to be noticable.

Global Computer (200 CP, discount Drop-In)
A powerful supercomputer with a basic voice-activated user interface. By default, it speaks in a pleasant feminine voice, but it can be reprogrammed. This computer automatically wires itself into the internet (or the local equivalent where not available), and monitors newsfeeds for information it thinks may be of interest to you. You can program these interests manually, or simply allow the computer to learn what you are looking for by analysing your choices. It can also perform a variety of other basic computer functions, and though it is too large to be easily moved, it comes with a free, if somewhat small, lair for it to hide in. You'll have to furnish the lair yourself, though; other than the computer, it is completely empty.

Utility Band (400 CP, discount Drop-In)
Where Iron Fists are designed for power, and Power Rings for a balance of power and technique, these Artifacts of Power are fine-tuned for precision control. This bracer is

automatically attuned to you and your Element, preventing anyone else from ever using it. It can be clasped around either arm, and greatly enhances your fine control over your Elemental-based abilities you may have. This applies to *any* ability you possess which relies on your Element, if you have any others. In particular, it has the most profound effects on the following perks:

- Strong As Steel: you can now control your transformation with incredible ease. While you still cannot transform more then before, you can reshape transformed body parts at will, alter its properties within reasonable limits (such as controlling what sort of metal you turn into), and can control down to the centimeter what parts of your body transform.
- The Power is Yours: while the amount of an Element you can control or conjure simultaneously will not increase, your ability to command the Elements increases dramatically, allowing you to control your Element with utmost precision.
- Elemental Pollution: the spread of your Element does not grow faster, but you can direct its progress. Simply by willing it, you can cause the Element of your choice to move in certain directions or towards targets, rather than simply expanding outwards. You control this direction with perfect precision, and can expand in multiple direction at once, allowing you to trace out intricate patterns if you desire.

Be warned; over-reliance on this Artifact can dull your emotions, causing you to become colder and more logical. Removing this bracer for a few hours after extensive usage can counteract this effect.

Note that if you meet at least four other Utility Band users whose Elements correspond to the same Domain as yours, each of you will be able to contribute your Element to a gestalt, as in the base version of By Your Powers Combined.

Planeteer

Connections (100 CP, free Planeteer)
It's hard work volunteering, doing your part. Or maybe you're just busy and can't hold a steady job it prevents you from having much of a stable home.

You do however have a nigh inexhaustible list of connections, people who have guest rooms or spare beds free in any city on any world. They might expect some form of rent if you overstay your welcome, but they'll be flexible on how you pay them. Unfortunately, they won't be useful for anything other than room and board. This applies to every jump you visit; no matter where you go, you can find a friend.

Eco-Cruiser (200 CP, discount Planeteer)
This bright yellow vehicle is something of a wonder. It's got room for 7 people, more in a pinch, it can fly, and even go underwater. More importantly, it's got the most efficient solar panels ever seen on Earth, so much so that it can power a *flying vehicle or submarine*. It's effectively a small jet aircraft in all other respects.

Note that you can fly at night, but the EcoCruiser has roughly 12 hours battery life. If you go over that and there's no source of light to recharge from, you better hope you're good at landing.

Power Ring (400 CP, discount Planeteer)
The generalist Artifact of Power, the Power Rings granted by Gaia offer a balanced mix of power and fine control. This Ring is attuned to you and your Element, and will never work for anyone else. When worn, it greatly improves both the raw power and fine control of your Element-based powers. It mimics, to a lesser degrees, the effects of both the Utility Band and the Iron Fist on any Elemental power. It also has minimal, if any, mental effect on the user, as a trade-off for its lack of specialization. In particular, it has the most profound effects on the following perks:

- Strong As Steel: With a few moments of concentration, you can convert nearly any part of your body to your Element. This takes a moment to spread, but you can select which parts of your body are covered first, as well as select the exact composition of your new body (such as choosing iron or gold for a Metal user). With practice, you will be able to convert your entire body within seconds.
- The Power is Yours: the simplest of upgrades - you are now capable of controlling much larger quantities of your Element, and with greater precision. As a rough estimate, you are capable of exerting a force great enough to lift and move a boulder the size of a car, and with great effort can shift one around the size of a small house. You are also capable of roughly three times as much precision and dexterity as a human hand can achieve.
- Elemental Pollution: Your Element will spread faster, causing an affected sample to expand to five size when touched. Furthermore, you can impart direction to the spread of your Element, causing it to spread only in certain directions. This is ideal for sending it towards foes but not towards allies.

Note that if you meet at least four other Power Ring users whose Elements correspond to the same Domain as yours, each of you will be able to contribute your Element to a gestalt, as in the base version of By Your Powers Combined.

Eco Villain

Money Maker (100 CP, free Eco Villain)
This is a regional company you own that under normal circumstances would break even it'd pay everyone's salaries, including a modest one for yourself, but it's unlikely to grow. That is, unless you cut some corners at the expense of the local area… This company will follow you between jumps, changing to a more appropriate form upon entry.

Gas Guzzler (200 CP, discount Eco Villain)
It's big, noisy, powerful, and pumps out smoke and fumes like nobody's business. Can you imagine a better ride? You may select any one vehicle type, and receive a massive, high-powered version of that vehicle. It is invariably big and loud, with the most powerful engine

that can be fitted onto the frame. It requires vast quantities of gas to function, however, and pumps out air pollution like nobody's business. Whether this is a good or bad thing depends entirely on your stance on environmental conservation.

Iron Fist (400 CP, discount Eco Villain)
Unlike the lesser, namby-pamby Artifacts of Power like the Utility Bands or Power Rings, this gauntlet drastically improves the raw power of your Elemental powers. Even better, it is attuned to you and your Element, so should this weapon ever fall into another's hands, it will be of little use to them. All of your abilities which directly relate to your Element will receive a massive boost in raw capability, though be warned - *controlling* that massive power will be up to you. In particular, it has the most profound effects on the following perks:

- Strong As Steel: You are now capable of transforming your entire body at once, with no delay. Even better, anything you are wearing, as well as any small objects you are holding, are also converted into your Element with you.
- The Power is Yours: The sheer amount of your Element you can manipulate at once is awe-inspiring. You think nothing of lifting objects the size of a house, and with enough practice and exertion, you could shove things that are much larger. However, you can only impart crude directional impetus to affected objects; you won't be able to perform complex or delicate maneuvers.
- Elemental Pollution: using this power on an Element will cause it to expand with terrifying rapidity, quickly expanding to eight times its original size. Hope you have a plan to get out of there fast.

Be warned; over-reliance on this Artifact can heighten your emotions, causing you to become irrational and impulsive. Removing this gauntlet for a few hours after extensive usage can counteract this effect.

Note that if you meet at least four other Iron Fist users whose Elements correspond to the same Domain as yours, each of you will be able to contribute your Element to a gestalt, as in the base version of By Your Powers Combined.

Planet Spirit

Fancy Purple Dress (100 CP, free Planet Spirit)
Not actually required to be purple, or a dress. Is required to be fancy, though. A set of properly regal and impressive clothing, wearing this outfit will quickly impress upon anyone who views you that you are a person of great power and mystery, and will afford you a measure of respect from most people, especially the superstitious. Also makes you slightly more attractive.

Projector (200 CP, discount Planet Spirit)
It is not always practical to leave your stronghold to travel with your allies; sometimes you must send them on ahead. If you fear leaving them without your guidance, however, fear no longer. By touching this crystalline pedestal, you can project your image and voice to any location touched by your Element or Domain. You may project your image to a specific location, or to the

closest applicable location to a given person. You are capable of seeing and hearing anything in the location of your projection with just enough clarity to understand what is being said to you there.

Blank Ring (400 CP, discount Planet Spirit)
A Power Ring not directly connected to any Element. When worn, it automatically takes on the Element that has the greatest compatibility to its current wearer. Once removed, it reverts to being blank, and can be given to another. In all other respects, it functions exactly like a normal ring, except it also grants the effects of The Power is Yours to the wearer. At any time, you may recall the Ring, causing it to vanish from its current holder and reappear in your possession.

If you wish, you may instead receive a Utility Band or Iron Fist. A Blank Band grants Strong As Steel instead of The Power is Yours, and a Blank Fist grants Elemental Pollution. Again, they operate like normal in all other respects, including mental/emotional effects on the wielder.

Companions

Calling All Planeteers (100 CP for one, 300 CP to fill your team)
You may import companions into your team, giving them an Element of your choice. They must have the same Background as you (though they don't need to pay for it), unless you are a Planet Spirit, in which case you must select a single non-Planet Spirit background for them all. They receive the 400 CP perk that is discounted for their Background. They also receive a Rental Ring (or other Artifact of Power), but lose them at the end of the Jump as normal; they may keep the Artifact for a 100 CP surcharge. If you pay 300 CP, you may import one companion for every unclaimed Element within your Background.

Cross-Team Cooperation (200 CP for one, 400 CP for four)
This is identical to the Calling All Planeteers option, except imported companions may take (for free) any Background other than Planet Spirit, rather than being stuck with the one you choose. You may not purchase both this and Calling All Planeteers.

Planeteers Stick Together (200 CP each)
You can select a team member from within the jump (someone with the same background as you), and invite them to come along as a new Companion. They will have the Artifact associated with their background, as well as the 400 CP perk of that background. They *must* be a member of your team.

Friends in All Places (300 CP each)
This is identical to Planeteers Stick Together, except the prospective Companion does not need to be a member of the same team as you; they can be any user of an Artifact of Power.

Complications

Hokey 90s Dialogue (+100 CP)
For some reason, everything you say sounds like it was written by a nineties children cartoon screenwriter who hasn't actually spoken to children since he himself was one. Maybe you speak in incredibly forced, outdated slang; maybe you constantly spout terrible puns; maybe you're unbelievably over-the-top and ridiculous. Whatever the case, people have trouble taking you seriously because of the goofy way you talk.

Shut Up, Wheeler (+100 CP)
For some reason, you come across as extremely ignorant. As far as your teammates are concerned, you don't know anything about anything, and they will assume this to be the case no matter how many time you prove them wrong. Prepare to be explained at, a LOT.

Invocation (+100 CP)
Everyone knows that, in order to properly invoke a given Element, you have to shout out it's name in a loud, authoritative voice. This is perfectly normal and accepted by all parties. However, you know do this for *everything you do*. Whenever you take any sort of decisive action, you must loudly proclaim it. You just can't help yourself. You can kiss stealth and surprise goodbye, and it's guaranteed to annoy those around you eventually.

For the Evulz (+200 CP)
Whatever the task set before you or even if you take it on yourself no matter how capable or suited for it you are, you revel in doing it in the single worst, most destructive or exploitative way possible you can think of. At the very least, expect to gain a body count.

What Kind of Lame Power is Heart Anyways? (+200 CP)
You are just useless. You still have all of your amazing supernatural abilities and high-tech gizmos, but no matter how hard you try you simply cannot figure out a way to apply them effectively, and neither can anyone else. On occasion you can work out a way to contribute, usually juuuuuust enough so that nobody can accuse you of *never* doing anything, but by and large the team would probably get along fine without you if they didn't need your help to summon their Captain.

Competence (+200 CP)
Suddenly, nobody is acting like they're idiots in a 90s children's cartoon anymore. Eco-Villains actually care about turning a profit rather than just senselessly despoiling nature - though they'll do just as much environmental destruction in the name of profit. By the same token, Planeteers are far more serious, well-informed, and educated about conservation, and are far more competent and creative in using their powers.

Hitler Hate Beams (+300 CP)
The Third Reich did not end merely face a temporary setback. Indeed, Hitler is alive and well (for certain definitions of the word, at least), and is possessed of a hatred so black, foul, and

overpowering that his mere presences pollutes the Earth, and his gaze causes all within it to suffer ‘emotional pollution,’ positive feelings muted and negative feelings enhanced.

Hitler may slowly but reliably conjure soldiers and weapons of war from polluted environments to wage further war, and he has consolidated his control of central Europe.

The quality of the pollution Hitler generates simply by existing will prevent you from moving on to your next destination until such time as his permanent defeat. This will delay your exit, not end the Jumpchain.

Pollution Power (+300 CP)
Your vulgar supernatural powers and supertech from other jumps (people would notice and think them strange) still work; they just also cause obscene amounts of pollution in the process in your immediate area. This pollution, being unnatural, will bypass any resistances or the like you might normally have to the stuff, and be just as harmful and irritating as it would be to a flatscan.

Heart is an awesome power! (+300 CP, Forbidden if you or Companion has Element of Heart)
MaTi finally cracked. Taking everyone’s derision is even worse when you can read their minds, where they think even more scathing things. He’s determined that you’re the cause for the worst of his shaming, and will do everything in his power to make you miserable or perhaps even kill you.

I know you don’t take him seriously, so here’s a reminder of his powers: he can read and speak into minds at range, locate any individual in the world with pinpoint accuracy, compel emotions, thoughts, and unconsciousness, and without him Captain Planet can’t be summoned properly - in fact, he’d probably side with MaTi.

Important Notes

- If you select the Drop-In background, the remaining Elements of Technology will go to random teenagers from around the world.
- If you have multiple Elements, you do not need to purchase multiple Artifacts for them. Your Artifacts will be attuned to all your Elements.
- It is possible to use more than one Artifact of Power at once. If you use a Power Ring and another Artifact simultaneously, the effects stack. Attempting to use a Utility Band and a Iron Fist simultaneously is a fast ticket to insanity.