

Generic Elemental Lifeform Jump

Version 1.2 by Tri-Sevon

Welcome to a very unique world, one that you think would only be possible in the works of magical fantasy with its main inhabitants. But do not be mistaken.

These inhabitants may seem to be the kind of beings made of elemental energies of various origins. And while one may expect the mindless or force of nature sort of entity…what you may find encountering may change your mind…

Take these 1000 Life Points to use for your end in preparations for your possible encounters with the Xura from the world of ***Adeihera*** *in your travels.*

Arrival Point (Starting Location)

While there is an option to arrive in the Xula homeworld down below, there are other places on offer as well. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Adeihera (Custom)
This is the world of Aedihera, the origin point of the Xura, where you find yourself among the various regions inside of it. Almost every region is full of the various elements that sculpt and form the landscape, save for the merged pieces of civilization taking up the rest on the ‘ground’, ‘oceans’ and ‘skies’...

(A custom setting to offer as an option, albeit one where you will find various elemental lifeforms making up the civilizations of the lands, seas, and skies…)

Adeihera Portal Network Core (Other & Supplement/Crossover)
In case any of the options do not suit what you want, you can use this special portal to designate where you wish to end up. As in, you can use this to pick any other setting out there and still find more of the Adeihera Inhabitants out there…

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you and doubles as the option to make this into a Supplement or Crossover.

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Lifeform Careers (Backgrounds)

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Elemental Origin Focus (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Organic Xura
Perhaps the most common, where the Xura you meet of this type will be of various elements representing the various forms of organic life. And with that, the options in sculpting the form allows for anything ranging from traditional fantasy backgrounds or those of beings in the cosmic space…

Metallic Xura
While possibly more limited, these types of Xura would focus on the variety of inorganic forms of elements, such as metals, gems, crystals, and perhaps other rarer inorganic/artificial sources…

Mystical Xura
While this is a more broader range, this classification focuses on the Xura that do not easily fit the mold of the two options above. Due to perhaps being based on more mystical and exotic elements that make up their form. That said, they still are Xura as the rest of their kin…

Other (Non-Xura)
In case you wish to be something else that isn't offered above, or if you wish to be a form of an entirely different life form/entity that isn't the Xura.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Quirks Of Xura (Perks)

*You gain **4 Form Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 LP to use.*

Koreix Cleanse [Free-100]
This is a special Perk that allows you to be able to replicate one of the minor functions of a Xura's Koreix.

In short, this specific replication allows you the usage of elemental energy to clean your various forms, gear, and equipment you have in your immediate possession of any germs, bacteria, grime, dirt, and other forms of unhygienic material in a quick, quiet, and subtle manner.

However, for an additional **100**, you will also get a controllable aura around you that replicates this feat while being able to control the various parameters of what is cleaned. This also applies to anyone else caught in the range of said aura, which starts out in the span of a ***few feet*** and can be ***developed to extend*** further and further out over time with practice...

Xura Self-Sulpt [100]
One of the well-known quirks of the Xura is their ability to edit their own forms when they have sufficient power and mental discipline to perform it themselves. And now, regardless of your status as a Xura (or having a Xura Alt-Form)…

…You can easily edit and change your current form (and Alt-Forms) with this to suit your ego, vanity, or sense of style. And while this is the primary focus, this version allows for extremely minor changes that can hold some trace of beneficial utility or function.

(That said, if you do wish to truly change your form in a much deeper and more complicated manner…This won't be able to accomplish that solely by itself, but it can contribute to various other powers like it to help get you there.)

Koreix Balance [200]
Another function of the Koreix is to act as a means to facilitate the collection of external energies in the environment, while regulating the internal energies of what make up a Xura to sustain their needs for survival, living, and existence.

And with this, you now find that you can absorb various energies, even if your form would normally be incapable of such a feat. And in doing so, you can also at will, freely control what you take from the environment and allow it to disperse or collect inside your body/form.

(However, to be warned…You do need to be careful that this doesn't override your (boosted) ability to control the balance of said energies in you. And also, this Perk does not offer innate protection from dangerous, hazardous, corruptive, or other forms of harmful energies.)

Xura Attire/Armor Crafter [200-300]
Given that Xura are beings made of elemental energy and their countless encounters with other races and cultures across their many travels the influence of wearing clothing, armor, or other attire quickly became something of their default way of signaling to other races and cultures that they were civilized people (that could be talked to and reasoned with), and not monsters (which would be most races response to seeing a walking tempest of pure elemental power).

And with how many Xura engage in it, it is perhaps a very significant step in their path to their current age.

Onto the point, you are now able to easily pick up any skills in the various forms of tailoring, weaving, and modification/alterations to create countless forms of attire. And while it may seem a bit simple, the real special part is that you can easily make

any outfit or pieces of attire that will fit any form and not be damaged or destroyed by what it is made up of…

…Such as a Xura made of flowing magma or perhaps one made of sharp and uncut crystalline structures.

And for an additional **100**, you can push the boundaries of application to also include incorporating the protective qualities of various armors into your form-fitting and form-adapting attire to withstand whatever the user is made or emitting.

Koreix Manipulation [300]
One of their major traits of a Koreix is its function in a Xura's sense of control with the outside world. This major trait allows them to manipulate various energies to perform special functions and perform abilities they may not not be able to do naturally.

This mainly focuses on giving you the potential to replicate this feat, even as a non-Xura and in any of your Alt-Forms. However, you do not gain mastery of this manipulation and instead find it vastly easier to train, learn, and study these powers while finding your natural limits pushed beyond a normal scale.

Xura Mimic-Guise [400]
With the meeting of other creatures and beings from far beyond their homeworld, the Xura at first relied on taking a distant approach to interacting with them. Not because of fear or distrust in others, but of cautious concern on the part of the Xura of hurting or frightening people by accident.

As time went on, they began to control their power and ability to edit their forms to a far greater degree…To the point where Xura can take on full alternative forms that can easily be recognizable and mimic the being/creature they are living amongst.

In terms of the Perk in regards to you, you can now do the same, but in addition you can mix your Forms in such a state where they can generate a ***Guise*** that matches any creature/being you have encountered.

And as a small bonus, you find that your skill in mimic-like learning is also strengthened by a large amount and can easily add onto your own natural learning rate. Especially of utility skills and culture of any world or setting you find yourself in.

Koreix Shifting [500]
Based on accounts shared to others in their travels, the Xura are deeply connected to elemental energies. Few things demonstrate this better than the Xura's ability to absorb vast amounts of elemental energies in order to fuel their cycles of growth and development…And in this case, also control the 'size and scale' of their own forms.

In short, this Perk allows you to use any radiant external energy and your own internal reserves in order to facilitate either temporary or permanent change of any form's size.

Meaning you could use this to make a giant monster form into a human-sized one, or a man-sized machine form into the size of a multi-story building. Or condense a form into the size of an ant…While still being able to retain all of your capabilities without any downsides of being small or large.

Xura Integration [500]
The Xura have a vast intertwined history in Adeihera, but far less in sheer time with other worlds and places they journeyed to. And yet, they still found a way to achieve one of their goals despite the difference in time.

The latest generations of Xura have found themselves able to further integrate into the cultures and civilizations of other creatures and beings. So much so, that they were slowly able to show more and more of their original forms with their guises with the civilizations, societies, and communities and remain connected fully…

…And now, you have similar benefits via this Perk.

This has several effects: the first one is having a stronger capability in evaluating, studying, and reading others to understand them better while integrating yourself.

The second benefit is this strange quality offers several traits of yours to hold a bit more influential sway to establishing meaningful bonds, connections, and relationships with others if they wish to interact and engage.

The third and last benefit is enhanced organized control on your powers, abilities, and even your forms to make it where they can be incapable of inflicting harm to anyone or anything around you or directly near you.

Koreix Evolution [600]
The Koreix is perhaps the most important internal part of a Xura, as one can imagine by this point. But this also holds an extremely crucial function…Namely, it is what allows the Xura to 'shatter their limitations' or in other words, evolve and develop across their lifespan.

You now gain this function as well, with the ability to expend all of your internal energy and whatever you can gather externally to completely remake your current and/or Alt-Forms, develop and transform your powers, abilities, skills, magic or whatever…

…And in doing so, destroy any existing limitations holding your power back from progressing further. But also allow you to create new ones that offer an extremely high boost in all manners of training, learning, and studying for keeping them as long as you can.

You can also allow this to happen to others, such as any family, friends, or companions you have…with the special quality of controlling how much you give them.

However, an extremely bizarre quirk makes it where with the selfless intention of giving those your gift to others without anything in return will have them develop a moment of deep reflection, internalization, and recontextualization…

…One that may shape them for better or for worse, but only if they truly wish to go either way.

(In other words on the 'gifting of evolving', this does make a massive impact with the people involved besides you…But this does allow for perhaps the greatest of changes in who they are at their core with the experience and power granted by you.)

Xura Merging [600]
Of course, being able to possibly go from a Fire Xura to something like a Lava Xura or a Water Xura into a Steel Xura is impressive for their species. But what truly is special for them is to mix and merge themselves with other elemental energies…

…To allow them to become more and understand themselves, others, and realize what they wish to do with their individual existence.

As for you, the Perk here allows you to combine and join various energies no matter the origin together into a cohesive, balanced, and merged form that benefit each part fully with each other with no downsides of any kind as long as they remain connected to you…

…And this also applies to any of your powers and forms, while still being able to fully use the original function, utilities, and vanity/style if one would truly wish to have it that way at their own whim while still retaining all of the sheer impact from being in the merged state.

(In other words, you can freely use your merged powers or forms with how you wish to present yourself at any moment and not suffer any drawbacks from taking in dangerous or hazardous energies as long as you wish to make them become part of yourself.)

Useful Possessions (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Xura-Wear [Free]
A special version of attire made by the Xura that allows it to fit their wearer's form no matter what it is, while also allowing full access to any of their powers with nary a bit of hindrance. It also will fully clean and repair itself over time, while also sharing its qualities to any other accessories or vanity items connected to it.

Self-Form Shaper Tools [100]
This metallic box collection of various magical and technological tools allows the ease of any individual to help edit their form without any form of pain or discomfort. And these can also be used in reverse as well, in case you wish to revert any changes made.

These can also double for treating, healing, and repairing any form that is damaged and corrupted while making any fixes aiming to restore what they once were far more effective (and especially alongside other methods used in conjunction)...

(And yes, if you do somehow end up losing or destroying any of these, you will find new fresh copies inside your Warehouse, alongside a new protective transporting box to carry them.)

Elemental Regeneration Container [200]
A special magitek container that can shift its size for ease of transportation and improving its collection function. It also is able to safely contain various forms of energies and also null down any negative or detrimental effects they can cause.

You will also find that outside of studying, this can be used gradually regenerate any spent energies you wish to replenish yourself with that you store here in whatever state you wish to have them be in (such as solid, liquid, gaseous, or a mix of all three as an example).

Xura Primer: Damage Control XV [300]
An odd book to anyone that is unfamiliar with Xura, due to its focus on addressing their outlook, perspective, and philosophical views on the purpose, utility, and role of damage, harm and destruction.

Beyond offering an insight into the Xura, reading several pages and the contents in them will grant the reader to rapidly learn how to counter and defend against them…

…But to also make weapons that the user can fully control how much damage or harm one can inflict on a target or foe. In fact, it even offers other ways for said weapons to instead disrupt, restrain, capture, or drain things such as stamina to help make such fights, battles, and even wars stop.

*(If you also happen to own the **Xura Attire/Armor Crafter Perk**, this will also allow you to make these countermeasures, defensive measures, and minimization qualities also able to apply and enhance the clothing and armor you make, design, and wear.)*

Xura Goggles [300]
A special set of seemingly plain goggles that can reveal their true form by the user. This pair of protective eyewear allows one to toggle modes to see various elemental energies that are not normally seeable to the naked eye and also makes it far easy to remotely and personally manipulate them for your own uses.

It also offers a strong protection resistance from all light, darkness, and illusion-based attack, spells, powers, and moves used offensively against you as well.

Shieldwatch Scanner [400]

A seemingly ordinary watch that holds two secret modes that changes the watch into an advanced scanner and shield projector.

The scanner mode can easily determine the medical and mechanical data of any creature or being you scan to understand what they are and how to perform the most optimal medical treatments for them. This function can also be used on yourself, to allow those you trust to be able to know how to fully treat you and any Alt-Forms you may be using at the time.

The shield projector allows you to create an envelope around your form, to reduce damage being inflicted on you if it manages to pierce the shield. And as for options, you can focus on kinetic, energetic, or other various forms of damage to mix and match to provide what you need at the time.

Enviro-Core & You: Edition II [500]
A specialized tool and supply kit with a fine manual full of pages with the instructions to gradually adapt your properties and structures to whatever terrain, world, or cosmic phenomena you find yourself at. And as you go through this process, you will find that the artificial environment you are creating will merge with the natural one…

…Eventually allowing those who rely on either to coexist with each other with a fully sorted balance for their needs (if there are any). You will also find that this kit and manual will also update to accomplish the process across each step (with only enough supplies to complete your projects).

Inert Xura Koreix [600]
This…is something that may not exist yet. Albeit because that a Koreix would normally help be used in creating a Xura. But what you have here is a working copy that is not connected to ANY Xura.

A possible function is to use this as a sort of mobile power source, given that it can quickly adapt and absorb various elemental energies. So perhaps with the right mindset, talent, and research…

…You could possibly use this to make a Universal Engine or Reactor for weapons, armors, vehicles, ships, mechs, and other countless things relying on energy to power them.

(And thankfully, if any Xura do encounter you with this…They will recognize that it is a Koreix, but one that is perhaps meant for you for some reason. And in case you happen to lose it or it gets destroyed…

…You'll get a new Koreix after 10 years have passed on by. Only then will you get a spare that retains any medications you made with the last one.)

Beings of Companionship (Companions)

Companions can purchase more companions.

Multi-Travel (Import) [200-300]
You can bring along 8 companions for 200 XP. They will each individually get 600 XP to spend for themselves or instead receive 4 X Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 XP to bring in as many as you want.

Connection Establishment (Recruit) [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the XP you spent.

Xael of Xura [200]
This is one of the many Xura, but also one known specifically as Xael. Xael is not the youngest or oldest, but rather one of them that is the most curious about what is out there beyond their horizons…

…Even more so than any other Xura. So they would wish to join you on your adventures if you would let them.

Xeal holds experience in research of many magical and scientific fields, but also has the temperament and personality that gives them the drive to be able to teach anyone curious about the various subjects. And while Xeal isn't interested in the offensive side of combat…

…They do hold a far stronger interest in acting as the defensive presence that will be there for their friends and those who are unable to fight back.

(As for what elemental focus Xael is that makes up their form, it is not established what it is yet. Meaning perhaps you may find out yourself…)

Hazard Transit (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Extended Energy [+100]
You can use this to extend the project time you spend here by 10 years each, but any further time extensions past 5 will not give you any additional LP.

Additional Cleanse [+200]
You'll find that keeping things clean on your person and places you own will now take a few extra seconds to get done. Nothing dangerous will happen with this, just more that this will eat up any downtime if you spend it personally caring for your stuff.

Elemental Grid [+300]
You will find that any Xura (be it individuals or your own form) are more likely to achieve temporary low states that will hamper their abilities and powers if they expend too much of their powers and abilities.

Thankfully, even in such low states…All one needs is time to recuperate to help speed up the recovery.

Curiosity of Xura [+400]
Xura are known for exploring and not staying around in many places till they find the one location for where they can begin integrating themselves into. For you, even if you do not have any connection to the Xura, you now share this special condition.

In short, you will find that your curiosity is stronger than it normally is. And while this will not blind you into getting yourself in trouble with the unknown and known dangers, it will push you to find a place that you can call home…

…And while you do have the full final say in when and where it ends up, you do have to have one. One that you can see yourself returning to.

Passion of Life [+500]
You find yourself with a challenge being asked of you. Namely, to determine a simple hobby, pastime, or form of recreation that you would wish to undertake without any Perks or Gear that can trivialize such a challenge…

…But the only catch is that any offer of help with this can come from your companions. They will also be stuck with your condition if they accept this, but if they do so…It will hopefully help create a stronger connection with all involved.

(To clarify, this task will only take away Perks and/or Gear effects that make developing your passion trivial. And only when you are fully devoted to said task with any downtime you have that you can spare…)

Elemental Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

End Of this Journey (End Results)

So with your time here over much like the end of the novel, what do you do next?

Onto a New Journey (Next Jump)

Settlement Abroad (Stay)

True Origin Point (Home)

Xula Lore & Terms (Prompt & Context Section)

-Xula

The **Xula** are the main species of this Jump, but they are not the only one that exists in the ***Adeihera Custom Setting***. And with mentioning that, they are technically meant to be open-ended in their capabilities if they can cross into magical realms or the depths of space.

As for their actual forms, it is left open if their original forms outside of their guises are actually human, human-like, humanoid, or some other body structure out there.

-Koreix

The **Koreix** is their ‘equivalent’ of a biological organ. Whichever is it actually meant to be is up to debate. But given its role in living their lives, it can be safe to say it serves an important akin to the Heart or a Brain…

-Mimic-Guise

The Mimic-Guise or **Guise** is the Xura’s method to hide their real form and instead take on an alternative form to blend in with other civilizations and cultures. It also functions as a way to help mask their power from the most common to rarest of detection methods, while still retaining near-perfect mimicry to facilitate any biological functions and traits.

For example, if they mimic a *Human*, they would be able to rely on all 5 senses, move via walking/running, speak human languages, and other telltale cues that other mimics/imitators would fail to replicate.

-Aedihera
The details as to what exactly makes up its lands, skies, and oceans are left to the imagination. However, this is something unique about this place given that the Xura are the equivalents of 'Humans' for this world and how it has stayed that way…

-Passion of Life
This particular drawback offers a window into how each Xura views their life. That is to say, they do not have a pre-existing purpose in mind. It is up to them to determine it for themselves, with being open to the catch of developing bonds and connections with other beings that are and are not Xura.

Prompt Portion
The prompt of the week was to make a 'Species' based on a singular Perk and expand from there. The perk was **the Delta Organ** from the **Pokemon ORAS Jump**. And it is why the Koreix exists and ties into the Xura being 'Elemental Beings' and the approach of the concept.

The concept being explored is giving the traits of living beings into things that may just be seen as forces of nature normally. And then also twisting it to make them into, one could say, into a far more genuinely benevolent species at large.

Change Log
v1.0
-Doc Created
v1.1
-Intro Rewrite
-Various Fluff Text Rewrites
-Lore/Prompt Additions
V1.2

-Grammar Fixes

--Major credit to Toad_Under_Bridge

-Updated Lore Fluff