~Elements Series~

Generic Wind Manipulation

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Look at this, a world vast and uncaring stands before you, a land of chaos, as fickle as the winds, where good and evil, law and chaos all stand as equals and where good happens to the bad and bad happens to the good just as much as karma and fate stand against each other.

You enter this world as one who stands with the wind, upholding the tenets of ambiguity and chaos, or perhaps you'd prefer to stand against this world and establish your own order. In this land, myth becomes reality, and reality stands as myth. Perhaps magic exists here, or spiritual practitioners, the dead may rise yet and the spirits of your foes may stand once more against you. The gods may descend should they exist, even, and send adventurers on grand quests in a potentially steampunk world. What is this world to you, and what will you accomplish here?

You may take +1000 CP in order to help you survive and thrive here, standing with the wind and learning its ways. Go forth and create your own story.

World Modifications

For those who would like more direct control over the world they're entering, you may take any of the following modifications below. Combine them into an eclectic and bizarre world. If you choose nothing, the world will be generated automatically. What kind of world will you create?

- **A Mundane World (Free, can't take other mods):** You are in a normal world, not unlike your original world. No danger, no free knowledge.

- **Crossover (Free):** You may use this document as a supplement for another document. All mods chosen from this will affect the setting you're using this as a supplement for.

- **Psychics (+50 CP):** There are other psychics and aerokinetics in this world.

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

- **Tinkers (+50 CP):** There are quite a few steampunk engineers around this world, building their fantastical contraptions.

- **Cultivators (+50 CP)**: There are cultivators here, men and women who spend their lives training their bodies and developing their Qi. They can be quite strong.

- **Shamans (+50 CP)**: There are shamans and spiritualists who control nature and the natural world with their spiritual energy here. They do not like anything unnatural to this world or anyone mucking around with the balance of the world and life and death.

- **Shamanic License (+100 CP):** What is a Shaman without a spiritual world? This world now has a true afterlife, with angels, demons, spirits, ghosts, and methods to return from the grave, particularly the powerful ones willing to escape their afterlife for revenge. For you, this means that you only chain fail if you're still in an afterlife by the end of your jump, even if you've died 72 times, but you do have to have the power to escape and may have to deal with your mortal enemies more than a few times.

- **Undeath (+50 CP)**: There are a lot of undead in this world, from zombies to skeleton archers to your favorite floating heads. Most are mindless monsters, but god help anyone who encounters one of the intelligent liches.

- **Liches, Lords, and Lampreys, Oh My! (+100 CP):** Instead of the normal undead, your world is now absolutely filled with an excessive number of hyper intelligent spellcasters, psychics, and other beings who've found the philosopher's stone of undeath. Reborn as liches, psychic memories, and more, they're phenomenally powerful, intelligent, and several likely have a desire for world domination.

- **Olympus Has Fallen (+100 CP):** There are gods from various pantheons walking the earth. Most are disguised, as their power and presence would destroy countries in seconds, but should they ever truly reveal themselves or if someone gets in their way, pray that you're not facing their wrath, as their power tears apart the very fabric of reality should they be angry.

- **The Elements (+50 CP):** Of everything chosen above, they no longer are limited to wind. They can control any elements they decide to study, greatly increasing their versatility.

- **Ancient (+50 CP):** The beings of this world have evolved from ancient times, grasping at great power over millennia of practice. Their general power level has increased significantly, as does their knowledge and the knowledge you may find around the world.

- **Immortal (+50 CP):** Some of the beings of this world are immortal, having lived for a long time and gained significant capabilities and power as a result.

- **Potent Magicks (+100 CP):** The power level of everything in this world besides you is increased by one tier.

- **Truly Weak (-50 CP)**: The power level of everything in this world besides you is decreased by one tier.

- **Standstill (+100 CP):** The entire planet now has stagnant air and no wind, in fact the planet's rotation has slowed significantly causing longer days and nights with only a very thin strip of temperate zone where people are actually able to survive for lengthy periods of time. Not only is it difficult to control the wind here with its limitedness, but it is difficult to survive in general.

- **Windy World (-50 CP):** The world is full of unnatural amounts of winds. Landmasses are higher up in the atmosphere, many even floating high in the sky with harsh winds that can be easily controlled. Perfect for the aspiring master of wind.

- **Fantasy Lands (+50 CP):** The world is based on fantasy. There will be knights, wizards, dragons, and beasts everywhere, straight out of a fantasy world.

- **A Monstrous Population (+50 CP):** You want monsters? You can have monsters! This world is filled with monsters, especially bird or wind monsters. There are a ton of those. If taken with Fantasy Lands, you'll be unlikely to travel more than a mile without running into another monster den.

- **My Science Fiction Wet Dream (+50 CP)**: The world is a dangerous one, the steampunk dystopia you've always dreamed of. Corporations rule this land with steampunk technology beyond your wildest dreams. Are you willing to augment yourself to survive?

- **With Soul (+50 CP):** Everything in this world seems to specialize in death abilities. Who would've thought? Best not make any enemies, unless you want to face an army of the undead and an absurd number of instant-death powers.

- **Percussion Magic (-50 CP):** Everybody else in this world requires some kind of instrument to use their abilities, whether a flute or their voice. Even technology in this world has an odd musical requirement or focus.

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

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

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

- **Sky Pirates (+50 CP):** Everybody in this world loves flight, airships, and good old thievery. Expect a world filled with debauchery and sky mercenaries doing their best to exploit as many people and their property as possible. Do try to get some sleep between the raids and shanties.

Origins

Bard: One with the wind, one with their instrument, and one with magic. You are one of the precious few who have studied the magics of music, learning to imbue spells into your voice and the instruments you play, controlling the winds and sounds around you.

Fengshen: You are the maker of your own story, one with wisdom and strength both. Within you churns the mythical energy of life, Qi, and it empowers you both physically and mentally. Through it you may imbue your body with wind, and move the wind through combinations of martial arts and the sheer power of your own life force.

Shaman: You have delved deep into the Shamanic arts, the nature of Nature and the cycle of life and death. Through rituals and sacrifice, you have become one with the cycle of reincarnation and Samsara, and as such have unlocked the power of your own soul and it's interaction with nature. You use your soul to power your abilities, moving the winds and influencing the natural world, casting powerful magics through your soul's energy, and from the cycle of reincarnation your soul will constantly regenerate the power you use.

Windwalker: The winds and world are alive. You understand this, and have achieved the freedom of enlightenment. Everything moves, everything churns, and every movement you make continues the momentum of life, of the universe, of action and reaction. Your movements are precise such that the winds bow to your power, and you understand what

forces to apply to achieve the movement you wish from both yourself and the very winds around you.

Steamwright: You're smart, genius even. You understand the principles behind steam and metal, cogs and gears, and how to put them together into phenomenal and durable technology. You can create a vast array of steampunk inventions, especially those which manipulate and alter the wind, air, and steam in various ways, produce music, and many other effects. You've spent much time studying these secrets, and have become somewhat competent in their construction.

Wraith: Whether through ritual or happenstance, the Winds of Death have touched you, and a piece has found a home within you. You've learned to move these winds, like a twisted superpower, bending them to your will. The winds of death are powerful, but uncontrolled and dangerous, and can tear the soul straight from the bodies of your foes and send them to an early grave. These winds can even puppet the bodies of the dead, tear knowledge from the lifeless, and eradicate entire afterlives for the truly powerful.

Elementalist (200 CP, Discount if you've taken an Elementalist origin before): You have foregone the path of the specialist, and have instead chosen the path of the generalist. Select one of the above origins, and instead of having all of your knowledge based around wind, you've learned to use that origin's capabilities for all 4 of the classical elements: Fire, Water, Earth, and Wind. All perks which are exclusive to Wind now grant a version of the perk for each of the classical elements at 50% power and effectiveness. A paltry sacrifice for incredible versatility.

Aetherborn (300 CP): Aether. The air which the Gods breathe. While unskilled, you have learned to pull this air from the realm above and use it for your own ends. Infused with true Divinity and the source of limitless power, these winds may hold any number of attributes, acting like other elements, spawning matter from nothing, empowering those it touches, punching holes in reality, and even trapping the very gods in your wind-derived prisons.

Perks

Special

Another Story (100 CP, Can be taken multiple times): People are multifaceted. They have many stories, many sides, many sources of power. Take another origin for each time you purchase this. This only affects this jump, and you cannot take more origins in future jumps through this perk.

General

Basic Wind Manipulation (Free): You know the very basics of how to safely manipulate the wind and the sky. Perhaps through Qi, Magic, Psychic or Spiritual energies, you can move the air and bend it to your will in the simplest and most straightforward ways. In addition to enough skill not to accidentally kill yourself, you also have a small reserve of the energy you use so that you're capable of utilizing your knowledge.

A Bard would gain the knowledge of small and simple spells, both for their instrument as well as to cast alone. A Fengshen would learn to use Qi to augment themselves and strike just a little harder. A Shaman might understand how to infuse their spiritual energy into plants to assist in their growth as well as how to lightly influence the living and the dead. A Windwalker would know how to consult the winds to guide them and perhaps gain better communication skills as a result. A Steamwright would understand the basics of steam, pressure, and how to build simple contraptions using those principles. A wraith understands and infuses themselves with death, allowing them to decay others through touch or survive attacks which would've incapacitated them. An Elementalist would have the capabilities of one of the above, but at half the normal capabilities and with all 4 classical elements: Wind, Water, Fire, and Earth. An Aetherborn would have the skill required to pull Aether from the realm of the gods and perform basic manipulations with this divine wind.

Beginner Wind Manipulation (50 CP): Now with 10 years of training in wind manipulation, you find yourself with more capability. Whether you're using the wind to cut your enemies up or cut your vegetables, crush bones, or bludgeon those who annoy you, you can now do quite a bit with your expanded arsenal.

Should you be a bard, you have learned a wide and versatile array of low and medium powered spells with a myriad of effects. A Fengshen would learn how to use Qi for the purposes of refining external and internal aspects of items, such as increasing their own rate of growth slightly or enhancing the qualities of metals or stone they're in contact with. Shamans can more easily contact the dead, even temporarily make the dead manifest to fight for them at a reduced state, and interact with nature in a variety of ways. Steamwrights gain knowledge of a vast array of steam-powered technologies from creating constructs to building machines which replicate what most modern technology might be capable of doing, while Windwalkers can move with the wind to enhance their speed, dexterity, and move the wind with them to blow enemies away. A wraith would understand death well enough to spread disintegrating miasma, create wounds which cannot heal naturally, generate various diseases, and temporarily remove the senses of those they strike. An Elementalist would have the capabilities of any one of the above at half the capabilities, and an Aetherborn could fluidly control the Aether they pull down for attacking, enhancing themselves with divinity, devouring it for increased healing and strength, and even striking enemies through their supposed divinity.

Intermediate Wind Manipulation (50 CP, requires Beginner Wind Manipulation): With a stunning 30 years of experience, you now have the energy reserves and power to blow apart buildings, increase the pressure across a city block to crush your foes, cut up your foes into tiny shreds of flesh, enhance blades such that they cut through stone and steel, and more.

With your enhanced capabilities, a bard would understand a great number of powerful music magicks such as how to perform sonatas which grant permanent enchantments to your friends and permanently sap the strength from your foes. The Fengshen controls their Qi at such a level as to multiply their own strength and bring out supernatural properties of items they have, granting items powers through sheer force, and a Steamwright can built futuristic items through only steam and steel capable of controlling the wind and steam in vast quantities and building devices which can power your technology for generations. Shamans can empower the dead, raise the dead as spirits en masse, force the truth from the dead and control the undead with ease. Wraiths in contrast can kill with incredible efficiency, controlling disease wide and far, and steal the life force of others to empower themselves. Windwalkers move with the tide of the wind, empowering themselves and controlling the wind at a far greater scale than other origins and gaining insight into trade, economics, movement, and a sight far beyond the natural. The Aetherborn can use the Aether to grant themselves and others new abilities, powers, and capabilities, increasing their own and others' already versatile potential or can simply crush their foes under a divine torrent of air.

Advanced Wind Manipulation (100 CP, requires Intermediate Wind Manipulation): With 100 years of experience comes the power able to annihilate a city under your winds and pressure. Turn the wind against your foes, corrode the land itself until everything is rubble, and tear the foundations of everything apart at a whim.

No matter your origin, your power will become phenomenal. While the Aetherborn learn to interact with the very concept of the divine, manipulating and adding conceptual weight to all of their attacks and controlling the very idea of "air" and gaining the stirrings of turning myth into reality, the Wraith learns to interact with Death on a level beyond the natural and may create diseases which have supernatural properties, eating the magic of those it infects or destroying the morale of the diseased. Fengshen learn to use their Qi to grant themselves new powers empowered by Qi, and a Windwalker learns to manipulate the wind in order to manipulate others to their whims. A Steamwright even learns how to ignore conventional physics when constructing technology and can build technology with the intention of breaking the natural laws of the world.

Expert Wind Manipulation (300 CP, requires Advanced Wind Manipulation): 500 years of experience has treated you well. You have vast amounts of energy at your disposal and the sheer power to affect entire planets with your abilities.

Bards can create symphonies which alter the state of the world retroactively, Fengshen can generate Qi-powered abilities for themselves at will capable of nearly anything you'd see in a superhero movie while their Qi-enhanced attacks shatter planets. Shamans bring the dead back to life at greater power than when they died, undyingly loyal and undying in general. The Wraith can design, generate, and manipulate disease and sickness on a massive scale, able to inflict any effect from petrification to paralysis to mind control and even undeath or the effect of resurrection. Even the Steamwright can build technology capable of warping reality in a variety of ways, ignoring all physics and performing legendary feats such as killing a god. The Aetherborn can control Aether such that they can bring true myth into the world, generating monsters of incredible power, generating mythical quests and journeys that myths describe, or even bringing the very gods people worship into the mortal plane.

Master Wind Manipulation (500 CP, requires Expert Wind Manipulation): At 100,000 years of experience, you hold the power of the world in your hands. Your attacks shatter galaxies. Your power borders on the absurd. Your internal energies are nearly infinite. Your capabilities are that of one who creates and destroys creation on a whim.

The Aetherborn are so powerful they can turn any story into reality, pull pantheons of gods into reality and turn their own imagination into the current metaphysics of the universe, even create their own fiat-backed perks for themselves and their allies. The Bard can turn man into god and play the music of life in order to create anything they imagine. The Fengshen can augment themselves to frankly absurd levels while refining materials and items to the point the item itself warps reality with its powers. A Steamwright builds technology capable of anything they can think of, such is their skill. A wraith understands disease and death so intrinsically they can change the very idea of sickness, survive far beyond the destruction of their body and soul, and devour the full powers, knowledge, and abilities of others. A shaman would likely be able to resurrect entire planets at once and enhance every one of them hundreds of times over, manipulate the natural order, and control life itself. A Windwalker would understand everything, particularly action and reaction, so intricately they would be able to move a hand such that a planet 100 light years away would shatter and moving your head would influence people on the other side of the planet to make specific actions at your whim. What would you do with this phenomenal power, Jumper?

Voice of a Sylph (50 CP): You have an absolutely beautiful, stunning voice. Your voice is such that anyone who hears it would say it is supernatural.

Whisper Loud (50 CP): Your voice travels incredibly well, as if carried by the wind to wherever you need it to be heard. You can speak and be heard no matter where you are, what the situation is, or how loud the surroundings are. You can even speak through supernatural effects which would normally stop your voice from ringing out. Nothing will stop you from speaking.

Whirlwind of Change (50 CP): You may choose, at the start of each jump, whether you'd like to randomize the people and events in relation to the plot. New characters, new plans, new villains, all with the same canonical goals and vaguely similar desires as the original. They'll all have their own unique and original personalities, abilities, and traits, but they'll still stay on the general rails of canon unless you do something about it.

True Flight (50 CP): You can fly. This isn't a power, magic or something that can be stopped, it's a part of you. Your flight speed is twice your running speed.

Wind Resistance XVI (100 CP): You are immune to wind in all its forms, whether it is used to push you around or cut you up.

Soul Resistance XVI (100 CP): You are immune to having your soul manipulated in any way, whether it is being torn out of you or changed without your permission.

Death Resistance XVI (200 CP): You are immune to any instant-death effects. This includes being one-shot while healthy from any normal attack, as it will now take a minimum of 2 hits for anything to kill you so long as you're not incapacitated.

Environmental Resistance XVI (100 CP): You are immune to environmental hazards, such as radiation or a burning building, so long as you're not the specific target.

Resistance Relocation (50 CP): Wind is a fickle thing. You've learned to harness its fickleness to a point, allowing you to forego your own defenses and move any of your resistances to apply them to all of your allies at twice their level.

Resistance Reflection (100 CP): Any resistance over immunity now reflects the over-capped damage back at the attacker. 130% resistance to fire deals 30% of the damage instantly to the one who targeted you, and there's no way for them to dodge the damage or mitigate it unless they, too, have resistance to it.

Legendary Defense (400 CP): Your defensive perks no longer have diminishing returns, and instead stack additively. Therefore if you have two 90% resistance perks, it won't leave you with only 99% or 130% resistance (depending on your benefactor…), instead you'll end up with the entire 180% resistance. You're also capable of taking any amount of resistance beyond 100% and granting it to others. Immunity counts as 100%.

Limitless Defense (600 CP, Requires Legendary Defense): Your defensive perks now stack multiplicatively. Should you have two 90% resistance perks, your resistance now becomes 8,100% resistance. Quite a bit, what would you do with it? Immunity counts as 100%.

Windfall (100 CP): You have a lot of luck when searching for necessities. You always happen to stumble upon resources such as food and water when you or an ally needs it, you find money when you don't have any, and there will always be shelter around the corner or a friend willing to help you out.

Featherlight (100 CP): You're completely and perfectly able to regulate your strength and precision. You can interact with anything down to molecular precision and control the strength you use so perfectly that there's no chance of you breaking anything you do not intend to break. Perfect for a scientist or just someone with too much super strength.

Grace of Zephyr (100 CP): Your ability to dodge is godlike, as if you're the wind itself. If something's about to hit you, even if you don't notice it, your body will still react and you will still dodge it so long as it's possible to dodge. Obviously, if the area it strikes is too large to dodge or the attack is too fast to dodge, you can't dodge it, but you could probably dodge a couple bullets as a baseline human with this.

Aero (100 CP): You have a continuous barrier of wind. Any unwanted intrusions into it, whether magical or physical, will find the source cut up by your wind. All ranged damage against this defense is halved in potency, as well. Truly a favorable shield.

Disturbance (200 CP): Your wind attacks disorient anyone they strike, causing confusion and momentary loss of direction.

Aerosolize (200 CP): You are capable of turning poisons, diseases, and other concoctions you have or are able to control into an aerosol form, at which point you are capable of controlling it as if it were wind, poisoning the air around your foes, augmenting your allies with potions you permeate the area with, and more.

Windy World (100 CP, META): Something happened long ago. A shattering, a cataclysm, an apocalypse. Whatever the cause, the world is no longer really a world, more a vast array of landmasses floating among an ocean of air. You may decide to toggle this on or off at the start of each jump, granting an appropriate backstory as to why the world is the way it is.

Origin Scour (200 CP, META): Winds are strong, powerful, they scour the very land and reduce rock into rubble. Just as it reduces the material, you may use it to reduce the immaterial—that is, your very background. You may take any origin as if it was Drop-In. You will enter the jump without additional memories and no background, but still get the discounts for the origin you select.

Swift Switch (200 CP, META): Select a second origin in any jump document. You don't gain additional discounts, but you may forego discounts on your main origin to gain

discounts on this additional selected origin. You may only discount a perk of the same or less value as the perk you're foregoing the discount of.

Celestial Boreas (400 CP, Capstone Booster): Your winds are an unstoppable force. Perhaps they cannot piece the resistances of your foes, but nothing can stop your winds from tearing them from the ground and throwing it into your hurricane. Your force will displace even the indestructible, tearing such trivial items in half, so long as it doesn't specifically have resistance towards your winds and abilities. All wind you control holds limitless momentum, only stopping should you will it to stop. You are the eye of the hurricane, and the land around you will be torn asunder.

Bard

Sanctuary (100 CP): You are a sanctuary from those who wish to control you. You have become a bastion, impenetrable to the manipulations of others, invisible to Fate unless it is working for you and unknowable to any who attempt to puppet your strings. This manifests many ways, whether your foes simply don't understand you or you happen to always perform the action contrary to their expectations, or Fate and manipulators don't even consider you in their plans.

Etude of Essence (200 CP): You have gained the extraordinary ability to see the music played by the heart and soul. Within everyone there's a song, and you understand it, see it, and can manipulate it. Not only can you deeply understand the very essence of others, but you can play the instrument of themselves, puppeting them to a point by changing their character, causing them to perform out of character actions, modifying their emotions, and playing God with their egos. All music and sound is now considered wind-manipulation for you, too.

Chanter (400 CP): Reagents, chemicals, rituals, magic itself… it all costs something, and many times it costs something precious or impossible. No longer. Any costs, requirements, restrictions, reagents, even the energy costs for spells and abilities can be substituted with music and words. You would need to figure out and understand what music will do what, but you may pull the strings of reality in order to skip any requirements for any ability you have, simply say the words or sing the chords to replace those costs.

Symphony of Fate (600 CP): You have gained the power to hear the songs of Destiny. Listen to these melodies, for they are the sounds of prophecy, or fate, of the past and the future. The man who will one day be a hero, the child who will lose his family and become the villain, the music guiding their paths and the paths of all who interact with them, you can hear it all should you listen, and more importantly you can harmonize with this symphony of fate to solidify the fate as guaranteed, or sing in opposition such that the fate is no longer possible. Orchestrate grand melodies to shape the fate you wish to see, pulling at its strings and turning its symphony to your own ends.

Fantasia Immortale (Capstone Boosted): The symphony of fate? No, that is too small, too fickle, too insignificant. You harmonize with the music of the world, reinforcing reality as it is, or singing in contradiction to the laws which govern the world and influencing great change. You can see how the world works, listen to its great orchestra, and act as a conductor to it. Sing effects into existence, sing the song of life, of change, of the skies and the ground, create structures with a chord, kill with a note, pull the right strings and there is little you cannot do so long as you can properly build the counter melody to the world's song you wish to change.

Fengshen

Expanded Mind (100 CP): Through rigorous study, dedication, and cultivation, you have achieved a great feat: you have learned the perfect technique for meditation. All meditation, introspection, and abilities related to such are increased in potency by an entire magnitude. Should you know a technique that grants immortality through meditation, you are now capable of near-invulnerability through meditation. Should you increase your strength by another man's in magnitude through meditation, you now have another 5 men's strength through the same introspection and communion with the world.

To Be The Strongest (200 CP): Those who use Qi, whether a Cultivator or a God, are known to have few limits to their power. You, too, find that there is no upper limit to what you may achieve so long as you put the effort in. Not only can you continually improve, but the rate in which you improve scales directly with how much you meditate, how many life experiences you've had, and how well you know and understand yourself. This has diminishing returns the stronger you are, but given the effort and the right amount of wisdom, you can become strong indeed.

Lofty Strength (400 CP): A natural practitioner of the arts of life would find themselves able to augment their bodies with Qi, strengthening themselves naturally over time as their own energy becomes greater. You, too, are able to do this, using any of your internal energies to increase any of your physical capabilities by channeling it through your body for permanent increases. Channel magic into your muscles to increase your strength, or into your legs to increase your speed, or your organs to increase your resilience, and even your skin to augment your defenses.

Cultivation (600 CP): Qi has the intrinsic attribute that it strengthens alongside your wisdom and over time spent in meditation. No longer is this specific only to Qi, as you will soon find all of your power strengthened this same way. Every internal energy reservoir, from magic to psychic energy, will naturally become more dense, more concentrated, and more powerful over time without losing any precision. Your powers and abilities utilizing these energies are strengthened in turn, and require less energy in comparison to before. Meditation, self-reflection, and gained wisdom speed up this process significantly.

Pinnacle Practitioner (Capstone Boosted): just as you may strengthen your internal energies, you may imbue them with your very nature. By meditating on a concept, whether fire or life or something stranger, you may imbue these concepts into your internal reservoirs of energy. The more you meditate on them, the stronger the connection becomes. A weak connection to fire would see every one of your spells scorch your foes, while a strong connection to life would see even your hottest flames resurrect the long dead and forgotten (and probably burn them to death again…). If you have the perk Lofty Strength, you may even do this for your physical capabilities as well, adding the concept of strength to your strikes, and adding the concept of life to your own body. This perk only allows you to create connections with vaguely wind-related concepts such as freedom, flight, storms, etc. unless you have the Elementalist origin.

Shaman

Third Eye (100 CP): You've attained a connection with the natural world such that you're capable of seeing spirits and the ghosts of the dead and interacting with them as if they were still alive.

Strength of Seasons (200 CP): You learned from nature, became part of nature, let your powers and your self flow through nature. You grew. Your wind has grown, allowing you to manipulate cycles as if they were wind. Certainly you'll have to learn how to use such a vague power, but with time you'll eventually learn to change the seasons, modify the cycle of day and night, and one day even disrupt the cycle of life and death.

Form the Formless (400 CP): You have the knowledge and skill to alter, augment, create, splice, and split souls. Use your winds to assist in crafting powerful weapons from your own soul, or alter your foe's soul so he has a natural inclination to like you, split a soul in half such that it becomes two people with half the capabilities of the original, and even create your own infant souls through your winds.

Mirror of the Soul (600 CP): A true understanding of the nature of the soul is reflected within you. Now, you have the ability to grant any organic thing a soul, whether your own creation of flesh or a creature without one, such as a god from beyond the edges of reality. You're also able to take away the soul of various people and living things, leaving their body alive but without any true life, simply going through the motions of their life without any real 'soul.' They become an NPC.

Nature of the Soul (Capstone Boosted): Truly a miracle of nature, you may grant anything a soul and, consequently, life. Any object, even any idea or concept, you're capable of granting true life. It will gain a form capable of movement, such as granting life to the concept of 'childhood' generating a child-like entity with abilities related to the concept. Granting life to a candle would find it likely growing limb-like attachments, and

granting a soul to a tree would likely create a treant. The more well-known, the more pervasive, and the more powerful the original object, the more powerful their living form will be. If it was originally an object, it will be able to return to its object form. Anything you grant life to will have a personality, mannerisms, likes, and dislikes related to what they originally were, and they start with a neutral (if sometimes thankful for you giving them life) disposition towards you.

Windwalker

Steps (100 CP): To live is to move, and to move is to live. As one who has become attuned so closely to the skies, you find yourself capable of moving as the wind does, through air itself. Anywhere there is air or wind, you are capable of stepping through it and becoming one with it, instantly disappearing and stepping any distance away where wind or air exists. Each step brings you to new lands, new environments, new places to live and new places to thrive.

Sights Unseen (200 CP): You're capable of manipulating the wind in unnatural yet natural ways to hide yourself and your presence. Whether you coat yourself in wind to become invisible, hide your magic or energies from detection, inject your energies into the sky to prevent scrying or clairvoyance, and more.

Lateral Movement (400 CP): Like the wind, you move. You have become so intimately familiar with movement that your whole body has merged with the rhythm of motion, an elegant dance, harmonizing with the currents of the world and rippling through space. You have unparalleled agility and dexterity, able to traverse any terrain, evading obstacles with supernatural grace, even using your control over movement to fly or defy gravity, and perhaps control all forms of motion such that you may move the world around you or lock your foes in place. You are the master of motion, one day you may even crack the code of how to move not only in space, but in time, as well.

The World In My Back Pocket (600 CP): Or, at least, that's what this will feel like. The winds carry you information from around the world. Knowledge, insights, understanding, teachings… The wind shares all. Information about the surroundings, secrets whispered between hidden ears, attacks and assassinations, your enemies' plans. There is little you couldn't find out so long as you open your ears and listen to the world around you.

Labyrinth to Victory (Capstone Boosted): You are truly blessed by the wind. You may allow the wind to guide your actions, moving you towards better outcomes. You may not always understand the outcomes, and you may not have all the information, but the wind will push you towards situations and provide you with answers to problems which will inevitably raise you to greatness and see the obstacles in your path crumble. Be warned, though, as the wind does not care about others, it only cares about its favored wanderer.

The solutions it provides and the successes it will lay at your lap may find those you did not consider and those you care for laid low by your own actions. Keep wary, for sometimes the correct path may be to contradict the wind should you not wish to be a lone wanderer.

Steamwright

Dressed and Impressed (100 CP): How odd. They say the clothes make the man, but you take this very literally. Based on how you dress, you find different crafting skills increasing in potency. Dressing in a classy steampunk-esque outfit sees all steampunk technology you build several times more effective. Dressing as a cyberpunk android would see similar growth in your cyberpunk technology. This even increases your research speed, learning capabilities, and understanding of such technology. What will you wear, and where will you go?

Steam-Powered Enlightenment (200 CP): Whenever you view any ability or piece of unknown technology, you'll find your mind suddenly filled with the basic principles of how that ability or technology works, translated over to simple concepts attainable through steam and cogs. You won't understand the technology or ability itself, simply the basics of what's happening. Just enough to dip your toes in the water and build your very own steampunk Time Machine. You also have a knack for creating steampunk-technology versions of your own perks and powers.

Steam-Pressed (400 CP): You are a master of pressure manipulation, able to control the pressure of all of your winds to a hair-trigger. Your perfect control over the pressure of your winds extends to other aspects, granting you perfect control with anything even slightly related to wind, allowing you to perform extremely impressive feats such as control all of your steam-powered creations with nothing but your mind and an ounce of magic, or compressing your wind into a powerful cutting laser at nearly no cost. If you are an Elementalist, this affects every single one of your powers and abilities.

Cog in the Machine (600 CP): You are the cog in everyone's machine. Organizations, foes, allies, they all believe you and your technology to be the Deus ex Machina they require for their plans to succeed. Whether your allies are convinced your creations are the perfect tools of prophecy to bring down the demon lord, or the demon lord believes your constructs are the only thing keeping itself alive, you'll find yourself getting preferential treatment and protection from all sides for your crafts and your foes, even those who hate you, are unlikely to go for the kill. Your technological prowess can be known and believed in across the jump, too, if you'd like, even if you have no skill in construction of any kind.

Unstoppable Steamworks (Capstone Boosted): The universe acknowledges your (potentially nonexistent) skill in the art of creation. It has decided you're a requirement for

its own existence, and as such it will guide you in your construction such that you may survive the future. No matter the circumstances, you'll find yourself getting knowledge on what you will need in the future to increase the chances of your survival and the success of your allies. Should you be facing a demon lord in the future, you'll know what technology would be most effective against it and have a feeling that you'll need that item, even if you don't know that you'll be facing it. You'll even get flashes of insight to bridge any knowledge gap you have preventing you from creating the item, though this won't help if you know next to nothing about the construction process as a whole or don't have the materials to create it. This will additionally grant you insight into where to find materials and items for construction (or weapons and accessories to skip the construction) should you need that, as well.

Wraith

Thirteen (100 CP): Bad luck, it's something difficult to avoid, but now you don't have to. Whenever you receive bad luck, for any reason, your good luck will be increased by twice the intensity of the bad luck and you will always be compensated disproportionately for the bad luck you suffer. Karma will swing the pendulum your way, with treasure and rewards and good fortune attached to the end. This perk also allows you to grant yourself bad luck at a level of your choice in order to force the effects of this perk, and turn the bad luck back off whenever you desire. You may also grant any bad luck you receive to also affect anyone else you wish, so long as you've been near them in the last 24 hours.

Specter (200 CP): Your attunement with the winds of death has had odd interactions with your body. You now count as a ghost, spirit, undead, and dead for the purposes of any positive benefits related to such a status, while being treated as completely human (or whatever race you are) even if you actually are undead. You also get an undead alt-form of your choice which gains significant resistance to piercing and cutting physical attacks as well as immunity to psychic abilities.

Barred From Death (400 CP): You are incapable of causing your own death, even through bad luck. You will always return from such circumstances, only permanently dying from a foe's death strike. You may toggle this on or off, if you truly wish to permanently die for some reason. If you have the perk Thirteen, perhaps you'd grant yourself deadly bad luck and allow only your foe to suffer the consequences?

Uncaring World (600 CP): Death is a fact of life, and it is your calling to assert this fact of life on all who stand before you. As the arbiter of Death, all of the winds you control hold the very concept of death within them. As such, you may perform any number of feats related to death such as destroy spirits, push souls from bodies, turn bodies to dust, raise bodies as puppets to do your bidding with their original abilities, and most importantly you may send those who cannot die to their eternal rest, bypassing all forms of immortality and supernatural healing. You are the destiny of all life.

The Truth of Despair (Capstone Boosted): Death is the ultimate truth, and with such an intimate relationship with such a truth, you have learned to manipulate the various truths of the world itself. Through your wind, you may shift the truths which make up the world, performing conceptual feats such as removing the very truth of death such that death may not claim another life. Perhaps the truth of gravity offends you, you're capable of removing such a truth and causing the planet to repel everyone instead. You set the rules now, but these rules affect the entire planet over, and you cannot specify individuals in these new laws of reality such as making yourself divine specifically, you would have to make the entire planet divine and everyone within it.

Elementalist

Transference (100 CP): You have learned a powerful skill: transference. You are capable of moving energy, no matter the form, from one place to another. Whether you use this to take the energy of a foe and pull it into yourself to augment your own reserves, or move your own energy into others, take the magic from one artifact and grant those effects to another artifact, or simply take enchantments from armor and apply them to yourself, you'll find no limit to how useful this ability is with the right creativity.

Conversion (200 CP): The next powerful skill in your toolkit is conversion. You're able to convert any form of energy into any other form of energy that you properly understand. Whether you convert the kinetic energy from your punches into plasma, or convert magic into psychic power, you'll quickly

Solidification (400 CP): A truly impressive art, the art of solidification. You are now able to interact with any form of natural energy, such as kinetic energy, magic, psychic energy, nuclear energy, and more as if it was solid. Whether you use this to more effectively tear the magic circuits from others, shove psychic powers into allies, physically rewrite magic systems through brute force, or even craft weapons out of pure light, there will be plenty of opportunities to exploit the systems around you.

Energy Mastery (600 CP): The true golden opportunity, the philosopher's stone, infinite energy generation. Whether magic, psychic energy, or other natural forces, you are capable of generating it ex-nihilo from nothing and in as great quantities as you wish. Bring Hell on Earth by pulling limitless thermal energy into existence. Grant magical powers to everyone by seeping gargantuan amounts of magic into the atmosphere. This ability doesn't allow you to control any of the energy you create, only create it.

Cosmic Nexus (Capstone Boosted): Why end with natural energies? No, instead of only being able to create natural energies such as magic and kinetic energy, you are now able to generate limitless quantities of metaphorical energies, as well. Generate love from nothing, or souls, or pure thought. With Solidification, you're able to interact with any of

these metaphorical energies as if they were solid, as well. Craft a sword out of generated rage, tear the light of individuality from a person, or crush a thought.

Aetherborn

Double Meaning (100 CP): Aether has so many meanings, so many interpretations. Just as aether may expand to become much, you may do so, as well. Each jump, you may select however many origins as you wish, fusing together their backstories in a manner that makes sense. You still may only discount the normal amount of perk lines you would normally be allowed, but your background is open to your interpretation.

Light of the Heavens (200 CP): Aether, the God of Light. Much like Aether has multiple interpretations, multiple facets, so, too, do you. Not only are you able to manipulate the wind, but you may now also manipulate light itself as if it were the wind you were manipulating. Whether you call down light from the Heavens to smite your foes or you coat your other abilities in holy light to cast away the darkness, the light will always be by your side.

Aethereal (400 CP): The Aether has filled you, replacing you piece by piece, until all that remains is Aether in your shape. Your body counts as Divine, as a result, and you can freely shape your body with your wind manipulation, changing your shape to anything you can imagine so long as the size doesn't become too much larger or smaller. Because your body is pure Aether, you may ignore all drawbacks of any form you take such as a weakness to silver in a werewolf form or a weakness to sunlight as a vampire.

Divine Right (600 CP): The incarnation of gods' breath, your wind abilities now hold true divinity. This does not increase the strength of your wind abilities, but instead, you are capable of granting the air around you the effect of strengthening everyone who breathes it and exists in it, blessing entire areas and lands such that the people become simply greater. You may control the level of power the air grants, up to the very godhood which the Gods above hold, whose very presence generates cataclysmic natural disasters which reshape the planet and whose mere presence drives mortals' minds insane. It takes time for this perk to affect others, and it would take centuries to create a new pantheon of true gods from a city.

Divine Might (Capstone Boosted): Godhood is the least you may share through your wind. Now, you find yourself able to share everything about yourself, from your perks to your powers to your very own soul and personality, infecting all who live in the lands you infest with your divine air with the aspects you desire. Anyone you turn into a copy of yourself counts as another you for the purposes of chain failure, and will count as the 'original' you should you die, allowing you to continue your chain as if you were them all along.

Items

You get and additional +300 CP to spend in this section

Instrument (Free): Music brings out the soul, it fills our lives in every way. You have an instrument of your choice. This instrument is indestructible and actually makes an effective bludgeoning weapon. Does not come with the skill to play it.

Kites and Balloons (Free): You ever want your very own collection of kites and balloons? Well here you go! In every shape and color, you find yourself with a limitless collection of kites and balloons. You can pull these out from behind you or where someone isn't looking at any time. A truly creative individual could likely weaponize this in terrifying ways.

Magical Instrument (50 CP): You have not only an instrument, but a magical instrument capable of minor effects. Select a narrowly useful and small scale effect, such as changing a color or shooting a 5 foot sonic blast, perhaps even changing your clothes or levitating nearby small items and manipulating them. When you play this instrument with the intent to use its effect, you'll find the effect activating and doing what you want with it.

Wanderer's Cloak (50 CP): A comfortable cloak. This cloak keeps you at a nice temperature no matter where you are and repels water and other discomforts. It's in the style you'd like, though a ratty brown cloak is standard.

Unlucky Dice (50 CP): These dice are perfectly weighted to regularly give you low rolls. Any time you roll these dice and get low rolls, it counts as bad luck for the purposes of anything you have which deals with bad luck. Cursed with bad luck? Roll these dice 1000 times to circumvent it. Need to generate bad luck for your abilities? Roll these dice until you've generated enough.

Enchanted Sword (50 CP): You want a magical sword? Here's a magical sword. This sword is enchanted with the wind, increasing its cutting power and extending its blade beyond the visible end of the blade.

Little Book of Rules (50 CP): You have a small black book which holds immutable truths. These are the laws of the universe you're in which cannot be changed without true reality warping or the ability to modify the laws of the universe.

Elegant Suit (50 CP): Go out in style with this wardrobe of fancy clothing straight from Victorian England and the Industrial Revolution. Never look out of place at your local historical convention ever again!

Wind Tunnel (50 CP): There is a series of massive wind tunnels connecting important plot locations across the world. You're capable of very easily traveling these through a flight ability or a flying form of transportation without danger, arriving in your destination many times faster than usual and always safely. Nobody can attack you while traveling one of these, and nobody particularly cares if you're going through them, always considering you to be the owner of that airspace. Perfect for trading and selling your wares with whatever rich protagonist is looting monsters this time.

Highwind (50/100/200 CP): What is this? Your very own ~~Pirate~~ Airship! For 50 CP, this is a small personal vessel which can hold a small crew to man the various parts. For 100 CP you have a true ship, large and strong, coming with a personal crew of 150 capable air sailors. For 200 CP, your ship is a veritable fortress, built from the finest and most efficient technology and techniques, fit with 500 sailors, fighters, and servants under your command. Sail the high winds with your own Highwind.

Soul in a Bottle (100 CP): Within this clear glass bottle is a regenerating stock of souls, perfect for any use you need them for. They're not truly alive unless you insert them into a body or construct, so you don't have to worry about any moral or ethical quandaries from this.

Death Scythe (100 CP): Ah yes, the classic farming instrument of death. You have a large scythe which channels death-related energies easily and augments them. This scythe also ignores any form of immortality, killing anything that otherwise wouldn't be able to be killed for some reason.

Staff of Stealth (100 CP): The staff to stealth them all! You have a staff which allows you to cast spells and use abilities silently while holding it. Additionally, all stealth-related abilities you have and cast are increased by an order of magnitude with this staff, as well.

Protection from Wind (100 CP): You have an amulet. While wearing this amulet, you have the passive ability 'protection of the wind god,' making it so wind cannot move you from your place or affect your movement in any way. You are like a boulder in a light breeze, wind can chip away at you, but it will not push you.

Hermes' Flying Shoes (100 CP): The shoes which can be seen around the world… maybe. These shoes allow you to fly, but not only that, they allow you to fly *fast*. You're capable of flying at 100 times your fastest land speed with these and suffer no negative downsides or damage as a result.

Grand Theatre (100 CP): You have a massive cathedral-like theater in your ownership. It's quite well known and provides a wide variety of plays, concerts, and other performances when you aren't using it for yourself. All of your music and performance

related abilities and perks are boosted vastly here, granting increased duration, effect, and range of them. Play your heart out and send the masses into a euphoric frenzy.

One-Time Portal (100 CP): You have found yourself in possession of a steam-punk portal. You may place it down anywhere you'd like and have it connect anywhere in the galaxy. You could use this to just get away from the world should it become too much for you. Once placed and a destination chosen, the portal is permanent even if the technology is broken.

Flying Castle (200 CP): Who needs a house when you can have a castle? You are now the proud owner of a large castle atop a floating island, with the surrounding town and even a nice lake. It's all yours, your own domain to rule. The town has nobody right now, but anybody living here when a jump ends becomes a follower.

Aetherial Light (200 CP): What a resource you have here! You receive 50 large ingots of solid aetherial light, restocking every month. Items made of this hard light gain attributes related to light, life, magic, and/or divinity related to their function, such as a ring which offers magic resistance or augments magic, and all weapons and armor gain protection from darkness and evil, as well as dealing additional damage to darkness and evil.

Perpetual Motion Machine (200 CP): The machine to end all machines! This device, around the size of a small car, generates a continuous and limitless amount of electricity in massive quantities, and comes with converters and gates to limit the output for any number of devices. Completely customizable, replicable, and understandable if you take the time to take it apart and analyze its pieces.

Book of Law (200 CP): A large book filled with blank pages. Any rules written in here become more likely to be followed, and writing down the laws of reality will see them reinforced and much more difficult to break or change. Should you be able to modify reality, you can lock your reality modifications and laws in place, making them unable to be changed, by writing the effects you placed within this book. Quite a powerful artifact if used correctly.

Cadacius (200 CP): What a fascinating staff you have there. Where could it have come from? This staff has two snakes twisting up its sides, and when held, it augments your wind-related abilities by a significant amount. Not only does this staff augment your wind abilities, but also healing abilities in equal measure, and while this is in your hand you cannot die under any circumstances until it's left your grip.

Your Own Afterlife (200 CP): You have your very own afterlife! You may choose who ends up here once they pass on, and/or select a series of requirements to get into this afterlife. Individuals you select to come here will find their way here after their death even if that death includes the complete destruction of their soul, the retroactive removal of their essence from time and space, and even if their very concept was snapped out of

existence. If you find yourself dead, you will have the option to end up in this afterlife for 5 years before being able to return to life, though if this 5 year period overlaps with the end of your jump it will count as a chain failure. You may choose the aesthetics of this afterlife as you desire, as well as where in the cosmological order this afterlife exists in, including just having your Warehouse be this afterlife. You can teleport to and from this afterlife at will (including if it's your warehouse).

Olympus (600 CP): Ye who sits atop the throne of the divine, rejoice! You are now the proud owner of a heavenly domain, a land where any who you allow to live within will find themselves quickly gaining strength and becoming gods, and where divine abilities are increased by entire magnitudes, allowing those who dwell within to even affect the world outside. This land takes the form you desire, whether a kingdom in the clouds or a city atop a mountain. If you want, you may fuse this with "Your Own Afterlife" should you have purchased that.

Companions

Import (50 CP - 200 CP): You may import 1 companion per 50 CP, or 8 companions for 200 CP. They get +600 CP to use on perks and items, and cannot take drawbacks.

Performer (50 CP, Free: Bard): What is a musician without an audience to enjoy their music? You have an ally, an avid fan in fact, who is a very capable dancer and actor. This individual is even quite skilled in dance-related magics and combat, capable of casting spells entirely through movement and defeating your enemies through choreography.

Cultivator (50 CP, Free: Fengshen): Cultivators are those who train their body and soul, enlightening themselves and developing their inner Qi in order to become strong and protect the ones they love. Not only is this companion incredibly powerful physically, they are quite a sight spiritually as well. Unfortunately, many Cultivators let their power go to their heads, and this companion, while very loyal to you, has a tendency to act like a child when angered.

Medium (50 CP, Free: Shaman): You met this person one day, a traveler to your nation looking for guidance. They took a liking to you, and offered to take up the task of communicating with the dead so you wouldn't have to. This person is capable of interacting with souls, keeping the balance of the world, and can even sense whenever someone or something is messing with any balance of the natural world.

Traveler (50 CP, Free: Windwalker): The greatest traveling companion you'll ever have. This person loves to travel from place to place, exploring the unexplored, visiting grand vistas and seeing all the sights there are to see. They have vast knowledge of this world, and many fascinating stories to tell. They're also an experienced survivalist, and will

make an incredible companion. They'd love to hear your stories, as well, and hold them close to their heart.

Mechanic (50 CP, Free: Steamwright): What is an engineer without a mechanic to help build your ideas? While you plan out your mad creations, this gifted mechanic is always happy to build them out. Your very own mechanic even gains a copy of every crafting perk you take from here and in the future, though this isn't retroactive.

Poltergeist (50 CP, Free: Wraith): This spirit is bent, twisted, gnarly in ways that cannot be understood by mortals. With no morals, no levity or anything but a twisted sense of humor and rage, you've bound it to your own soul, unable to do anything but obey your whims. It's strong, angry, and willing to kill whatever you point it at. It has its own mind, perhaps you may one day redeem it towards a path of goodness? Or maybe you'll simply use it to slaughter your enemies?

Emerald Dragon (200 CP, discount: Elementalist): A lackadaisical and whimsical dragon who suffers from a bout of bad humor. This dragon has a shimmering green hide and a smirk on its face. It's willing to tag along with you, teaching you its secrets, and assisting you on your quests. It quite likes a good joke and a poke, and has incredible knowledge in a vast number of fields related to wind manipulation.

The Companion (400 CP, discount: Aetherborn): A God has descended upon the land and decided to walk the same path you do. This God is a wanderer, one who walks the winds alongside you, assisting in your endeavors but only if you're in danger of failing. It is of a chaotic alignment, just as the winds, while loyal it may also be just as unhelpful depending on its current disposition. It keeps its true presence concealed behind a mask of humanity, and should it ever unleash its presence, tornados and hurricanes spanning continents would form instantly, tearing up the earth and slaughtering all in range, while any who may look at its godly visage would cut their eyes out and then throat as they find its image burned into their memory. Luckily, The Companion is remarkably difficult to anger or threaten.

Drawbacks

Complications (+100 CP): Instead of choosing an origin, roll two origins and take either one. Roll two more for each time you take the Another Story perk, and you may select an origin for that from any of the origins you've rolled previously. The origin's background will be changed to make the individual's history and personality everything you despise, and all interpersonal relationships the person has are horrible or disturbing to you. You'll be perfectly capable of fixing all of this, but you'll certainly be unhappy with what you're starting with.

Indecisive (+100 CP): You'll find in your time here that you simply cannot make true decisions with all of your heart behind them. Constantly, whether being forced to choose between two things you hate or two things you love, you will never be able to fully commit to any path because of the temptation of the other or the buyer's remorse which will surely hit moments later. You find that you're not even capable of scrying the future of these choices should you be able to, as the futures will simply show equally enticing or disturbing ends. No amount of Wisdom can help you when all of your choices are equally good or bad.

Floaty Physics (+100 CP): All of your movements and abilities are floaty, making you move much further than intended, jump much higher, land much slower, and attack without nearly as much momentum as before. Your dexterity will likely suffer somewhat from this, and combat in general will feel disproportionately frustrating. You're no worse at combat, but moving just feels wrong.

Forced Instrumentation (+100 CP): How fortunate, you still have access to all of your perks, powers, items, bf abilities. You even have a reason to sing and perform now, as all of your items have been turned into instruments which must be played in order to use, and all of your powers and abilities require you to sing or perform music to use. You have innate knowledge of how to use all of these and, post jump, may optionally keep the musical version of any or all your items and abilities in place of the original. They still have all of their normal requirements as well.

Untrained and Vulnerable (+200 CP): For every perk you have which increases your capabilities in a skill or grants knowledge, it has been inverted for the duration of this jump, decreasing your skill and competency in that field an equal measure such that even an attempt to use those skills may turn disastrous. You keep all natural skills and knowledge which you didn't receive through perks, though, as well as anything you gain through this jump.

Windows, No Doors (+200 CP): Wherever you start, you cannot move more than one kilometer in any direction from that starting point. You'll simply hit the invisible walls. You can't go higher than 100 feet, either, limiting all movement. Not very much fun for a jump all about travel and the air.

The Aural Option (+200 CP): It seems you've been reduced, Jumper. Many of your perks and powers have been locked away, leaving you with only your defensive, resurrection, death-related, and wind abilities.

Storm, Hurricanes, Tornados, Oh My! (+200 CP): You're cursed, Jumper. No matter where you go, where you hide, what planet or universe you cower in, you will be a frequent target of tornados, hurricanes, and other disasters of similar proportion. It will always destroy the home you're living in and a chunk of the city or area around you,

leaving any permanent living quarters hard to come by. You can expect a disaster at least once a year, with a good chance of 3 or 4 per year.

Body and Soul (+300 CP): Someone with great power over Death hates you and has killed you, separating your body and soul and sending your soul straight to the deepest pits of Hell. Should you survive the raging demons, monsters, murderers, and the King of Hell long enough to escape these seemingly inescapable prisons without your soul being eviscerated, you'll still have to find your body while avoiding the person who hates you in order to reunite with it and become whole. Of course, you'll then have to survive or kill the person who will follow you to the ends of the Earth to put you back into Hell. If you're not inside your body at the end of the Jump, it counts as chain failure. What did you do to anger this person so horribly?

Man Beyond God (+300 CP): A being with power over souls has split you, Jumper. You've been cut in half, and now exist with half your power while another version of you holds the other half. Your duplicate holds no animosity towards you, but is loyal to the one who split you, whatever plans such an enigmatic being has. You might even be able to convince this other version of you to join you as a companion, so long as you can convince the being pulling its strings to let it go or you somehow impossibly convince it to betray its master. If you took the drawback Body and Soul, this being is the same which sent your soul to Hell.

Toxicity in Our City (+300 CP): You are sick, severely sick, and with no knowledge of a cure or any power which may cure it. This disease can only be cured by technology, and the difficulty will scale with your own intelligence and knowledge of advanced technology such that it will take all your wits, all your knowledge, all of your vast intelligence and that of those you call companions in order to develop a cure and a chance of survival. If you are not cured by the end of your jump, you will die your last death immediately before the end and your chain will end.

Heaven on Earth (+300 CP): Aether has begun leaking from the plane of the Gods, infecting the world around you and all worlds you may travel to. Over the first half of your jump, this Aether will cover the planets and people will mysteriously become stronger and stronger. Eventually, at the halfway mark, all life will be divine, so powerful that their very presence incites disaster on the scale of apocalypses and the sight of them invites insanity. You, of course, do not benefit from this and have to deal with a world filled with cataclysmic beings as the average populace.