~Elements Series~

Generic Lightning Manipulation

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.

- **Mind Whammy (+50 CP):** There will be other psychics and mind manipulators in this world.

- **Greater Thought (+100 CP):** There will be beings that have ascended their mortal coil in this world. This includes, but isn't necessarily limited to, individuals who have become living thoughts. Unless they're particularly malevolent, such as a thought of Entropy, they will tend to keep to themselves. There is a danger, though, that you learn of them and find your sense of self decayed. Hope you have some anti-insanity perks.

- **Enchanters (+50 CP)**: There will be mages in this world, especially those who specialize in enchantments and runes.

- **Essential Soul (+50 CP)**: There are artificers, crafting great and wondrous techno-magical inventions capable of revolutionizing the universe.

- **To The Minute (+50 CP):** There are timekeepers in this world, capable of affecting vibrations and potentially more.

- **The Worst Plot Device (+100 CP):** There are individuals who have learned how to manipulate time itself. This likely won't be horrible as long as you have protection from retcons and temporal paradoxes, but otherwise… you'll *probably* be okay.

- **Lightning of the Gods (+50 CP):** There are a ton of Conduits in this world, acting as the instruments to higher powers. Be careful what gods you insult, it might just come back to bite you later.

- **And the Gods of Lightning (+100 CP):** The greater beings of the Conduits are now walking the world themselves, enacting whatever change they want without thought to whom it may affect.

- **Creatures of Yore (+50 CP):** This world is filled with mythical creatures, particularly those of Aztec mythology. This is probably not so bad… unless you end up in a fight with something like Quetzalcoatl.

- **The Spark (+100 CP):** Many of the servants of the Grand Architect of Creation are now roaming the world. You don't know the purpose of them walking the planet, but they are beings of phenomenal cosmic power who are capable of modifying Creation and warping reality.

- **The Elements (+50 CP):** The various inhabitants of this jump are no longer limited to lightning and electricity. They can now use whatever elements they decide to study, increasing their versatility.

- **Ancient (+50 CP):** The beings of this world have been around since ancient times, constantly growing in power as they evolved. They have had much time to train and improve their abilities as a result.

- **Potent Magicks (+100 CP):** Everything in this jump is increased in power by a tier of magnitude.

- **Truly Weak (-50 CP):** Everything in this jump is reduced in power by a tier of magnitude.

- **Sunny Day (+100 CP):** It's almost never cloudy or stormy in this world, and static discharge never quite happens. All electrical abilities will be less potent as a result, and it's much more difficult to control the weather in any way.

- **Lightning Storm (-50 CP):** It's constantly stormy in a way that makes lightning abilities much easier to learn and grow.

- **Fantasy Lands (+50 CP):** The world is based on fantasy, with knights, wizards, dragons, and beasts everywhere. Straight from a fantasy world.

- **A Monstrous Population (+50 CP):** There are tons of monsters in this world, particularly lightning and weather-related monsters. You'll have trouble traveling more than a mile without finding another monster den.

- **My Science Fiction Wet Dream (+50 CP):** This world has become one of steel. Everything in this jump has turned into a biomechanical being, whether cyborg humans or steel monsters. The planet itself has fallen to this same fate, with the water being replaced by liquid metal, the trees being replaced by steel spires, the grass itself tearing your flesh apart if you are not careful.

- **Runic Magic (-50 CP):** Everyone in this world requires symbols in order to use their abilities, they can't just use magic from other sources.

- **Forever War (+50 CP):** This world is at war. This world is obviously more dangerous as a result.

- **True Peace (-100 CP):** This world is at peace. Everybody is kind and helpful, and nobody wants to cause conflict.

- **Beyond the Stars (+50 CP):** Whether magic or technology, this world has reached the stars and colonized the galaxy.

- **Tools of Reckoning (+50 CP):** There are many hidden but powerful items and artifacts in this world, and there are a lot of adventurers searching for them. Many, if not most, are unscrupulous and wish to use those artifacts to gain more power and prestige. It'll be a race to see who can get the strongest ones first.

Origins:

Spellbinder: You have harnessed the power of lighting with your great magic. You can throw bolts of lighting you conjure from your mana, certainly, but your greatest resource is your talent in using lightning as a writing instrument—particularly for powerful runes and talismans which allow you to store your spells away for later or for passive, continual use.

Mind Flayer: One day you woke up and you simply knew you were special in a way nobody could truly comprehend. Through sheer willpower and psychic energy you could affect the world around you, harness the electricity in the air and the bodies around you, even the electricity your own body generates, and use it for your own means. Whether you read the electrical signals in others' brains to learn their thoughts, or you control those electrical signals to control their minds, or simply use your own bioelectricity to electrocute your enemies, you are special.

Artificer: You have no psychic powers or magic, you only have your own mind, wits, and essence. If others would think they are above you, though, they are wrong. You'll instead prove your science is superior, so superior that your science would appear as magic to them. You are an artificer, someone who creates great, age-defining technology that is indistinguishable from magic. You infuse your very essence into your creations, granting them various mystical effects despite having no mysticism within yourself. Your technology will be superior to all who live within creation.

Essence is a byproduct of the soul. The larger your soul is, the more essence is produced. It takes time to produce essence, and an average-sized soul of moderate quality would only produce enough for an extremely minor invention every 24 hours.

Timekeeper: This is no normal power you have. This isn't magic or psychic power, this simply *is.* You can feel the movements of the world around you, the rhythm of atoms as they collide, settle, and connect into something more than the sum of their parts. You feel the vibrations, and you've learned to nudge them, moving them in ways which generate heat and electricity. Through this power, the least you can do is know the current time—hence your title of Timekeeper—but with training you could use terrifying sonic and electrical powers.

Conduit: You hold no power of your own. That's fine. You have no need for such trivial things when you hold a higher purpose… you are the conduit through which Gods may interact with the world. For now you're only empowered by a weak lightning elemental, allowing you to borrow its powers while it gets access to use your own senses and asks you to communicate for it, but with time you might work your way up to being a conduit for the great Kings of Gods, beings who would wish you to enact their divine will on the world. All beings you contract who are within your power level will always be happy to just exist and borrow your senses. Higher-level beings tend to request favors in return for using their powers. Your power level is considered to grow by default in a conceptual manner with time.

For +100 CP, whatever being is using your body as a Conduit at the time will take over your body, and you won't have any say about it. For +200 CP, the being has desires that contradict your own and will occasionally use you as a meat-suit to propagate their will on the world in a way that you won't like.

Coatl: The Coatl are a race of feathered serpents, the greatest of which are gods in their own right. You are no such thing yet, just an average feathered serpent with a rare ability to channel the divine lightning of the creator of humans Quetzalcoatl. Should you nurture this ability, you could learn to wield it in ways that defy logic, even using the lightning to create new life or to destroy it.

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

Spirit is the element of balance. It balances other elements and empowers them.

Divine Architect (300 CP): Once upon a time, a Grand Architect built. They built a world, then built another, and soon the universe was crafted from nothing, and then another. Everything was hand-crafted with love and care, creating all that is known from the laws of physics, to magic, to reality itself.

You are not the Grand Architect.

You have discovered within yourself a Spark of Creation, a tiny fragment of the center of all creation. This is part of the power that would've powered the Grand

Architect's designs, now within your possession. It pulses within you, growing stronger with time, filling you with an electrical warmth just begging to be used.

As a result of your connection to the Spark of Creation, your mind is filled with a cosmic nexus of knowledge. You divine millennia-old secrets from thin air, connect to the cosmos to learn knowledge mortals cannot know, and then you use that eldritch knowledge and power to build things. The Spark of Creation generates a substance, pure, untainted Creation, and you can learn to build incredible things with it. You don't build houses, or even castles. With pure Creation, you build natural laws, worlds, realities, destinies, the very thoughts that flit through people's heads, and your very own Grand Design for which the universe bends to. Perhaps one day you will build your very own multiverse with you at its center.

You're not actually divine.

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 select this perk. This only affects this jump, and you cannot take more origins in future jumps through this perk.

General:

Basic Lightning Manipulation (Free): You know the very basics of how to safely manipulate electricity and lightning. Whether you control it through magic, psychic powers, or something stranger, you can control electricity with enough skill not to accidentally kill yourself. You also have a small reserve of whatever energy you need in order to perform such manipulations.

Spellbinders have knowledge on various small-scale spells along with seals, runes and talismans. You can shoot small bolts of lightning to fry your enemies, but you have greater skill in converting lightning into various runic arrays to "enchant" areas or items. You can store weak spells for later, removing the need for you to conserve your mana. You can also create very basic talismans to provide passive effects generally related to lightning or its concepts.

Mind Flayers have their basic and crude electrokinesis, utilizing their own bioelectricity and generating more bioelectricity at accelerated rates to throw around lightning bolts. More interestingly, they have intrinsic knowledge on how to sense and interpret brain signals, gaining the ability to read minds in a small range and slowly but subtly manipulating them.

Artificers can shed their own essence and use it to craft wondrous items. At this basic level, they only know the very basics of how to make things like essence-infused gemstones that can provide any number of types of energy or a hat that slowly inflicts psychological degradation on those who wear it. Create small contraptions that reduce the cost of magical spells, or a prosthetic that works better than the original limb.

Timekeepers can manipulate vibrations on a small scale, vibrating atoms and matter to generate electricity in order to shoot it out. They can also vibrate things to create sonic and force attacks.

Coatls can use their inherent control over storms to call down powerful blasts of electricity upon their foes.

Conduits can contract with lesser beings such as elementals and sprites. While they can contract with beings of other elements, they cannot withstand or use nearly as much power as they can with lightning entities.

Divine Architects can generate a small amount of Creation and use it to forge basic items and materials. They could create base or simple elements and molecules, creating iron or stone, even making mundane plants, or things like paper and tables. They cannot create anything magical at this point, or anything too large or complex like machinery.

Elementalists can perform feats with all four of their elements at a reduced level.

Beginner Lightning Manipulation (50 CP, Requires Basic Lightning Manipulation): You have the equivalent of 10 years of training in Lightning manipulation. You have greatly expanded abilities, able to perform feats generally capable of killing their foes and crushing walls. While this won't get you up to fighting cosmic entities, it's certainly a step up.

Spellbinders can etch runes into various weapons to empower them at this level, increasing the force they strike with or the speed at which they block. Strengthen armor to redirect or disperse kinetic energy. Generate some simple runes to direct lightning or empower lightning abilities. Chain lightning runes together to create complex attacks that can strike a variety of enemies and chains between them.

Mind Flayers can now electrify an area of about a building, and read and control minds in a wider range. They can hide themselves from the minds of others and subtly influence the emotions of others.

Artificers can enchant trinkets with their essence, such as amulets of illusion or of night vision. Perhaps at the upper level of this, they can craft an orb which mesmerizes those who view it, or weapons which are only usable by those who they're bound to or which for a split second can pierce through all dimensions simultaneously.

Timekeepers have much better control over vibrations, able to generate powerful lightning and sonic attacks with them as well as a host of other abilities like resonating vibrations on the wavelength of various objects to temporarily strengthen their integrity, or making various materials temporarily insubstantial so others can walk through them.

Coatls can pull down lightning from the sky capable of shattering buildings, along with generating extremely low-level weather effects like rain, thunder, and raising or lowering the temperature.

Conduits at this level aren't well-known, so they'll have to search for beings to contract with. Perhaps a Raiju, a lightning wolf, is about the level of power you can channel. It's not much, but it can probably destroy a building. You can also contract with weaker elementals of other elements, perhaps fire or ice sprites.

Divine Architects find themselves able to craft things beyond the physical with their Creation. They can build thoughts, craft ideas, and forge relationships between people. The ideas and thoughts find whoever needs to have them, inspiring creativity and inspiration in those people to make a lasting impact, or strengthening or loosening emotional connections between others. They can also create minorly magical items from their Creation, from simple amulets of protection to swords that are sharper than they should be.

Elementalists can perform feats with all four of their elements at a reduced level.

Intermediate Lightning Manipulation (50 CP, Requires Beginner Lightning Manipulation): With 30 years of experience, you now can be considered an intermediate in lightning manipulation. Your abilities tend to be strong enough to finely manipulate lightning, as well as strike a city block's worth of area with enough force to leave it in shambles and everyone in that area dead.

Spellbinders can use runes to generate powerful lightning weapons from nothing, create enchantments that strengthen everything in the range of a city block, and generate magic arrays in the air to cast powerful lightning magic. Your runes can create a wide variety of effects at this level, from creating explosions to enhancing people's strength, enhancing your own speed, and setting lightning traps that summon lightning storms upon anyone who sets them off.

Mind Flayers can now force multiple people to perform whatever actions they desire, acting against their will. They can force strong emotions onto everyone in a large area, target everyone across a city block to be struck with lightning, and can now create a hive-mind with others and act as the overmind. Mind Flayers also exhibit some form of technomancy, able to interact with many electronics and electric infrastructure using their mind.

Artificers can create monuments which slowly sicken and eat away at your foes' health and then resurrect them as zombies, create devices which absorb the health of the land and transfer it to you, create swords with powerful abilities such as absorbing the life of those struck while reinvigorating your allies or spears that, when risen to the air, creates temporary angel-like constructs to fight for you.

Timekeepers get a perfect sense of the time, along with the ability to expand their senses beyond their normal range by sensing things through vibrations within their range. Their sonic and lightning attacks can reach several buildings across, as well, giving them some greater damaging potential.

Coatls, at this level, can create large lightning storms and draw down lightning capable of scouring a city block. They can create more weather effects such as snow, and drop or raise the temperature a large amount in a short amount of time (which can be used at this point to completely shatter glass).

Conduits are of moderate power, able to channel and utilize the power of stronger lightning entities and weaker mythical beasts. Whether a Thunderbird or a Perun Eagle, you have some of a selection as you're somewhat known around the

supernatural community. Enough to attract a few individuals wishing for you to impact the world for them or allow them to experience humanity.

Divine Architects at this level can create space, shortening and expanding the space between locations, or creating spaces which don't make sense such as buildings with non-euclidean geometry. They gain the ability to visibly see things that they create, and learn to create new things through their examination, viewing the bridges they craft between people or the way the ideas they craft affect people. Sparking large-scale innovation, unity, and societal change is possible by crafting the correct movements.

Elementalists can perform feats with all four of their elements at a reduced level.

Advanced Lightning Manipulation (100 CP, Requires Intermediate Lightning Manipulation): You have 100 years of experience now, granting you increased power, increased reserves, and increased power such that you can annihilate a city. Lightning bends to your will, ionizing the world around you and scouring it of life and matter.

Spellbinders can use their runes to act as a "conduit" for pure electricity, empowering themselves greatly and allowing them to affect vast swathes of land, or conduct runic rituals to control not just lightning, but the weather or change how electricity acts and interacts with everything around it. Enchant cities to be safe from lightning and enhance the luck of its citizens.

Mind Flayers can now easily modify the very memories of others, mind control hundreds of people easily, telepathically speak with everyone in the range of a city, or just explode the brains of everyone in that city. Shoot psychic lightning that destroys cities, perfect for screaming "UNLIMITED POWER!!!!"

Artificers can craft people into items, using their abilities as the basis for those items. They can build automaton armies, with each automata being unique. Design devices that can alter the weather or alter perceptions, or essence-charged batteries which power a city for generations.

Timekeepers gain the ability to create sonic and electrical attacks on the scale of a city, first of all. Beyond that, though, they can now perform feats such as manipulating and transferring kinetic energy through their vibrations. They can do this to completely nullify physical attacks which strike them, or to amplify weak

physical attacks. They might be able to enhance their own durability as well by vibrating their own molecules and generate small-scale earthquakes.

Coatls can create storms that far outstrip the limits of a city, and can call down lightning strikes which leave entire cities in ruins. They have power to rapidly lower and raise the temperature, enough to leave electronics useless and quickly freeze or overheat people. Create blizzards, call down violent winds, and stir some natural disasters into existence.

Conduits can channel the power of lightning entities on a power level similar to the greatest of mythical creatures, from kirins to lightning dragons. They can contract and use the power of lesser elemental beings, as well, such as the strongest fire elementals or powerful ice wargs. They are relatively well-known around supernatural communities, and as such they have frequent requests from supernatural creatures to become their conduit and enact their will upon the world.

Divine Architects can guide a city's intellectual and scientific direction, craft complex city-spanning machines or craft a city itself with their Creation. Craft concepts, such as a concept of life, that will enter and ensure the life of those it affects. Craft a concept of change in order to enforce societal change. Build bonds that make people work together to make great change in the city and world, and forge connections between entire groups and cities which modify politics, cultures, and families. Design emotions that take shape as locations, a city district which heals those within or a bridge that connects multiple far-spanning locations on more levels than the physical, even bridging the connection between those living in those locations so they can better corporate.

Elementalists can perform feats with all four of their elements at a reduced level.

Expert Lightning Manipulation (300 CP, Requires Advanced Lightning Manipulation): With 500 years of experience, you have both vast amounts of energy and vast power to affect entire planets, tearing the surfaces from them and leaving them barren, or striking all living things on the planets at once with your abilities.

Spellbinders can create enchantments which affect and change entire ecosystems and modify fundamental forces like rejecting gravity. They can create interconnected runes which protect against changes in space and time, or which act as a planet-spanning electrical grid to grant vast awareness of everything across the planet. Enchant weapons and armor far beyond their normal

capabilities, or just generate weapons and armor out of pure electricity. Engrave the sky itself to rewrite the atmosphere, even.

Mind Flayers can simply fry all electronic equipment across the planet if they wanted, or actively manipulate every thought that goes through the minds of others. Create a planetary psychic network that allows everyone on the planet to speak to each other instantly. At this level of power, you can treat all technology as if it were a person, manipulating it with extreme precision.

Artificers are veritable mothers of machines at this level. They can create devices to modify the passage of time on planetary scales, compressing or expanding time, or machines that craft magical barriers across the planet and absorb all damage to it to convert to energy, or even build a supernatural world forge to create even greater wonders.

Timekeepers can create earthquakes which tear across entire planets, and generate enough electricity to cover a planet. At this level, they can disintegrate matter by vibrating them at absurdly high frequencies, vibrate their own molecules to become nigh-invulnerable, finely control temperature in anything their powers reach, and understand the intrinsic structure of anything they want by sensing the vibrations of it. Destabilize your enemies and send them into complete nonexistence, even, or just vibrate them into the next dimension.

Coatls create storms that span an entire planet, and can control storms on distant planets as well. Their lightning strikes engulf the entire surface of a planet, electrifying every living thing should they desire, as well as stripping planets of everything and leaving nothing but destruction. Instantly freeze anyone in this range, or instantly scorch them to death with your control over temperature. Create tornados across the planet and finely control their path of destruction, or create planet-spanning hurricanes that leave the oceans dry and the lands submerged.

Conduits can contract with lightning entities akin to gods, channeling their power however they desire. Conduits can also act as the will to and channel the power of lesser beings of other elements. They are very popular among supernatural species as a method to experience and affect the world, meaning there is plenty of choice for whom the Conduit can choose to contract with.

Divine Architects learn to build revolutionary ideas that shape global trends, ideologies, and innovation, forcefully shoving the world into the future or limiting it to the past. Craft unity between warring nations, or craft an elevator that instantly

transports individuals to other planets. Design, build, and terraform planets, ecosystems, continents, oceans, and everything living within on physical, spiritual, and conceptual levels. Forge a forest which reflects mankind's collective will to protect the environment, or a city of the future, representative of mankind's collective will to meet the future and thrive.

Elementalists can perform feats with all four of their elements at a reduced level.

Master Lightning Manipulation (500 CP, Requires Expert Lightning Manipulation): You have reached a perceived pinnacle. With 100,000 years of experience, lightning and everything related to it bends to your whims. You can shatter galaxies and your power borders on the frankly absurd. You have nearly limitless energy to enact your whims on the universe.

Spellbinders can stretch their enchantments and runes across multiple planets without a loss in effectiveness, and etch their runes and script onto concepts and non-physical things. Create constructs out of pure lightning by etching your runes onto lightning itself. Use sealing arrays on yourself to transcend your physical constraints and take on greater forms. Bind lightning to the very foundations of the world, gaining vast control over matter itself.

Mind Flayers can finely manipulate planets full of people across solar systems, controlling what their senses perceive and modifying everything about their thoughts without limit. They craft every thought of every living being, and have the multitasking ability to do so easily. Their electrokinesis can cover entire solar systems, creating explosions of lightning capable of scouring those solar systems of all land and matter.

Artificers can use their essence to create incredible wonders that boggle the mind. They can easily craft gates which allow travel through not just space, to new dimensions and distant sections of the multiverse, but also through time and between timelines. Alternatively, create a paradox machine to turn back all time across the galaxy except for itself, forcing the galaxy to relive the same day over and over again. Build infinite sources of energy, or cage a sun and connect it to a machine to remove the powers of everyone on a planet. Build automata that have power akin to gods and can warp reality, or transform entire planets into self-propagating steel utopias.

Timekeepers can control vibrations on such scale and with such finesse that they could split atoms and create nuclear explosions anywhere in the galaxy and

perhaps even beyond. They can generate not just electricity that envelops solar systems, but can vibrate planets to split them in half with no effort at all. Even the sonic energy they can create by vibrating the air can shatter stars vast distances away even through space.

Coatls can control the weather on a galactic level, creating and finely controlling not just lightning storms of a cosmic scale but also creating ice storms, tornados, monsoons, hurricanes, and other weather phenomenon on only slightly smaller scales even solar systems apart.

Conduits can contract with nigh-omnipotent beings associated with lightning, from kings of gods to beings far greater. Even your ability to contract with beings of other elemental inclinations is such that you can channel the power of fire deities or divine wills. You're famous enough among greater beings that you have no shortage of entities vying to use you as their Conduit, with even the greatest of beings wishing to view and experience the universe through you.

Divine Architects can generate vast amounts of Creation and instantly shape it into planets, solar systems, stars, and galaxies. They can create powerful cosmic weapons which defy all logic such that even gods envy them. Create tools which are conceptually perfect, which guarantee anything they're used to craft are conceptually perfect. Use Creation to create powers and abilities which you can give to others or yourself, create new species, or create new concepts entirely. Craft time itself, if you'd like, however that would change things in the past, present, and future. You're still a long way off from creating your own multiverse, but with time you can even do that.

Elementalists can perform feats with all four of their elements at a reduced level.

Red Sprites (50 CP): You have a silly little ability to change the color of your lightning to whatever you'd like. This also extends the range of your lightning abilities to be able to reach significantly further, such that a complete beginner can reach even miles away and into the atmosphere.

Energized Nerves (50 CP): Have you ever been too fast to understand what's happening? Tired of running straight into walls because of your super speed? This perk energizes your nervous system to keep up with that speed! Your reaction time now scales with your speed, always being a magnitude higher than you can move so you have the time to take in the sights. This also guarantees that when you go faster than the speed of light, you're still able to perceive the world around you.

Bioelectric Revitalization (50 CP): Your body is much hardier. Your organs are stronger and harder to damage. Your immune system fights off disease and sickness much more easily. Your muscles are stronger, you move faster, your thoughts are faster, and everything is improved by a moderate amount. This perk scales based on the perks chosen in this jump and the jumps before it, increasing your capabilities by what a moderate and noticeable difference would be based on how you are when you start this jump.

Personal Stability (50 CP): Your body is anchored in time and space to your current timeline. No matter what, any retcons or temporal paradoxes cannot affect you, as your current timeline is always disconnected from any past or future time-related manipulations. This doesn't affect any time-related manipulations you, personally, perform or contribute to. Also, because your body is completely stable and anchored, your body's form also cannot be changed in any way without your permission. You can still go insane, but you can't chain-fail as a result of insanity.

Magnetic Personality (50 CP): People are drawn to you. This doesn't actually make you more charismatic, it makes you more interesting to others. Others just find something about you alluring and engaging. This is great for getting the chance to make more friends, not great if you want to be left alone.

Like Lightning (100 CP): You move *fast.* Like *very fast*. At its lowest level, this would allow an average person to cross a city block in a moment, body not quite disappearing, but at least becoming a blur that would be hard to follow if that person did some funky maneuvers. This perk scales with your lightning manipulation, though, increasing quickly as your mastery does. 100 years of dedicated training would see you running fast enough you might as well teleport across cities, while 1000 would see you approaching the speed of light. You can't reach or exceed the speed of light without the perk Shockingly Physical or some other way to selectively or fully ignore physics.

Spark of Intelligence (100 CP): Intelligence is all one truly needs in this world; a mind powerful enough to defeat any amount of strength will always prevail. Your intelligence has been boosted by the equivalent of, perhaps, 50% (to a minimum of a minor genius, someone 20% smarter than what an average college student would be considered). As your control and skill over lightning increases, though, your intelligence continues to rise drastically as you learn to manipulate your own neurons and bioelectricity to enhance this perk further. Given 1000 years, a normal

human could easily be a comic book genius, creating an army of clones or a freeze ray capable of freezing the entire world.

Electricity Resistance X (100 CP): You are immune to the heat of electricity, eliminating the majority of damage that electricity can inflict upon you. Your heart won't stop, your skin won't burn, and you'll be generally fine from the effects of electricity. This does not protect against the physiological effects of electricity, though, or any additional effects it may inflict, to include non-damaging aspects of it such as having your body hijacked.

Electricity Resistance XVI (100 CP, Requires Electricity Resistance X): Your electricity resistance has been improved. It now protects against all outside electricity control, along with all negative aspects of lightning. Lightning cannot be used as a medium to inflict status ailments, electricity can't be used to steal things like your mana or health from you, your body cannot become paralyzed by running a current through it, and your body cannot be hijacked by fine bioelectricity control.

Sonic Resistance X (50 CP): You're immune to all physiological effects of being hit by sounds of any kind. This includes being stunned from loud noises, going deaf, etc. This also covers anything entering your ears such as earworms, wigs, or parasites. This does not stop any other damaging effects from sound, such as the physical damage it can cause to a body.

Sonic Resistance XVI (100 CP, Requires Sonic Resistance X): You're now not just immune to physiological effects, you're completely unaffected by sound in any negative way. This includes magic cast through music, a sonic weapon trying to blow your body apart, and mind control caused through sound.

Psychological Resistance X (50 CP): You're immune to all sources of supernatural fear and insanity, and you're immune to ptsd and other negative mental effects which are a result of combat or extremely intense situations. You also no longer suffer more than the small amount of anxiety you need to realize what's important and not important, and you have no negative physiological reactions as a result of any of the above such as nervous ticks, nervous breakdowns, sweating, etc.

Psychological Resistance XVI (100 CP, Requires Psychological Resistance X): You always know who you are, even when you change. You have a solid sense of self at any one time. You can choose each jump how much your chosen Origin affects you, from the normal insertion of memories, opinions, and

mannerisms, to a more complete overhaul of your personality until the end of the jump, or simply not gaining any memories or mannerisms at all. You can choose any of these or anything in-between. In addition to this, you're immune to all forms of insanity and you cannot be subject to any cold-reading or analysis powers.

Mental Resistance X (100 CP): You have a quite useful protection against mind reading, mind control, and having your brain targeted by anything directly or indirectly. Your mind is an impenetrable fortress. Not only that, but your brain is completely unable to be damaged by conventional damage. This doesn't stop the effects of alcohol or drugs, since those modify neurotransmitter production and such, but alcohol and drugs no longer damage your brain. Oxygen deprivation can kill you, and having blood flow cut to your brain will kill you even faster, as your brain still requires its normal nutrients. This protects you from things like a psychic shaking your brain, or a bullet to the head.

Mental Resistance XVI (100 CP, Requires Mental Resistance X): Not only are you protected from supernatural sources of mental manipulation, you're protected from physical sources, as well. Whenever someone attempts to manipulate you in any way, you'll know both the original source of the manipulation as well as the reasoning behind it.

Grounding Wire (50 CP): There's something strange about your body… It seems to have a grounding effect on electricity. Your body dampens the effects of electricity everywhere, including your own, allowing you to nullify all electrical abilities in a 50 meter diameter around yourself. This also scrambles technology reliant on electricity. You can toggle this on and off, though it affects everyone and everything including yourself.

Shock Therapy (50 CP): You have some kind of odd quality about yourself… whenever you defeat someone while using primarily electric or speed based abilities, somehow it seems to at least partially cure them of any psychological issues or hand-ups. This defeat can be a result of combat, or even just games in which you can use your powers.

Cute Mascot of the Thundergod (50 CP/100 CP/+100 CP): Have you ever wanted to be the most adorable creature in existence while frying your enemies with lightning? You now have an alt-form of an electric-themed small, cute animal between the size of a small cat and a medium-sized dog. How is this useful? Well, you're so adorable that a good chunk of your enemies would rather pet you and give you headpats than actually fight you. Oh, and you have an internal well of

energy that allows you to increase your lightning abilities by a moderate amount while in this alt-form.

For an additional 50 CP, you can be the favored pet of a powerful king of gods such as Zeus. You will get preferential treatment, many gifts, you'll show up in various mythologies around the world, and animal species similar to you will be widely considered divine by the general populace. You can selectively apply these effects in future jumps as you desire.

If you take the 100 CP version of this perk, you may make it your body mod for free. You lose access to your human (or original bodymod) form, but any bodymod modifiers applied to it are applied to this new bodymod. Human forms you gain in future jumps become alt-forms instead. You gain the ability to use electrokinesis as part of your bodymod, though any gauntlets or perk removal drawbacks will reduce your capabilities to, at maximum, the Intermediate Lightning Manipulation perk.

For +100 CP instead, you're somebody's magical pet. They'll treat you well enough, but they're a normal human. You aren't allowed to stray too far away from them or their life will be put in danger, and should they die, you will fail this jump and lose all perks and items associated with it.

Volt (100 CP): This is the perk you want when you *really* want to go fast. This perk allows you to expend energy in order to grant a speed multiplier to yourself and your allies. You can fuel this with magic, psychic energy, willpower, or whatever other energy you have access to, and it will speed yourself and everyone else up an amount based on how much energy you expend and your control over lightning. By default, an averagely powerful lightning manipulator would achieve a 1.5x speed multiplier.

Electric Presence (100 CP): You have a Presence. Whenever you arrive somewhere, or whenever you particularly wish, you can be accompanied by any number of supernatural effects. The level and appearance of these effects is associated with either your origin or your general power motif, along with your level of power, from simply a change in lighting and air pressure, all the way up to a world-altering Presence that creates natural disasters from your very presence, generates non-euclidean geometry in the vicinity around you, and drives others insane at your mere divine appearance. You can tone this down at will in case you're of an absurd power level and don't want everyone's heads to explode.

You Were The Weapon All Along (100 CP/Free/+200 CP): It seems I was wrong, you aren't a human (or a Coatl) at all, that's just your transformed state. Instead, you are a weapon which once belonged to a God.

Select one of the weapons in the items section. You "get" it for free, because that weapon becomes your true form. You may optionally import yourself into a weapon you already own instead. For 100 CP, you are a weapon favored and wielded by a powerful God. You can transform into your form from this jump at will as well as assume an appropriate human form. The God won't expect you to stick around, but should you wish to be wielded by the God, the God will find excuses to use you for various purposes and you will gain great renown as a result.

Everyone who wields you will get a temporary copy of your powers and perks, as well, though limited to what you allow them to use. You're also able to deny anyone the right to wield you should you wish. You cannot be affected by any of the perks you grant unless you otherwise wish to be. You can use this weapon's abilities in your non-weapon forms in some way, such as granting yourself increased strength should you be a weapon that grants increased strength, though you cannot summon your own version of the weapon since you are the weapon itself.

If you wish to take this for free, you are now the weapon of a common person who aspires to be a hero or villain at your discretion. You cannot trap or work against this person. If they die, you will fail this jump and move on without any of your purchases here. They will expect you to transform into your weapon form for them at a moment's notice so they can gain the fame and glory of using your phenomenal power, and you will always eventually oblige for some reason even if you fight against it at first.

If you take this for +200 CP, you're now stuck in this weapon alt-form for the duration of the jump, along with the stipulations described in the Free version of this perk.

Journey to Dragon Gate (100 CP): Upon entering this jump, you will have a goal, something at least tangentially related to your origin. This goal will require a legendary adventure to achieve, something which no matter how powerful you are, will require your full power, all of your wits, all of your skills to complete, and then some. It will always scale to your power level, intelligence, wisdom, knowledge, skills, and that of your companions and allies. You can choose not to complete this adventure, but should you complete it you will be rewarded accordingly.

As with the story of the carp that swam upstream to Dragon Gate and became a dragon, you will obtain phenomenal power. Your first reward would be an alt-form related to the task at hand, a powerful mythical or monstrous form that holds incredible majesty and beauty. This mythical form will gain some aspect of your abilities, usually the ones you used the most during this quest, but it will have those abilities, perks, and powers at a level several magnitudes greater than normal. You'll gain supernatural knowledge and skill on how to utilize those augmented powers far beyond what you'd normally be capable of while in this alt-form. Should you have used many tools or weapons, the tool or weapon you utilized the most will evolve, as well, and will be particularly powerful and designed for your new alt-form.

Each jump, you will gain a new goal or quest scaled to your level and capabilities, and upon completing it you will gain the above benefits once again in a new form, with new augmented versions of a subsection of your powers. The reward for completing this adventure the very first time will be a massive Eastern lightning dragon alt-form, whose lightning powers are one tier of the Lightning Manipulation perk higher than what your capabilities are at the end of the quest (i.e. if your skill level is at Advanced Lightning Manipulation, your dragon alt-form will have abilities akin to Expert Lightning Manipulation).

Lightning Which Strikes Twice (100 CP): For every consecutive lightning attack you do, the number of attacks which land doubles. Throw a bolt of lightning, and it strikes once. Throw another at the same target immediately after, and it strikes twice. Throw a third, and it strikes four times. If you miss an attack, switch targets, or pause between attacks, this perk resets.

Shockwave (200 CP): Something about your attacks makes them so difficult to predict. Whenever you strike someone with the intent to surprise them, even if they should be able to see the future or know that you're about to attack, the first hit in a fight will somehow always catch your foe off guard. They will, against all odds, be surprised by the unexpected attack.

Thunderstruck (200 CP): You are *worthy*. Any weapon or tool you pick up, you instantly gain a moderate amount of competency with. Not just that, but you are found to be worthy of any weapon, armor, or tool that would have restrictions placed upon them. Should a weapon only allow one of pure heart to wield it, you will be determined to have a pure heart. Should a tool have limitations placed upon it unless certain requirements are fulfilled, you will find all requirements are fulfilled

somehow at all times. Should a magic rod require magic to be used, you will have magic to use it even if you don't. You can use any item you pick up regardless of whether you should be able to or not, with at least some competency. You are worthy.

Shockingly Physical (200 CP): The faster you are, the more you can treat physics like a suggestion. Should you be faster than a plane, you'd be capable of somehow vibrating your own atoms to phase through solid matter, for instance. Should you be faster than sound, you'd be capable of bringing others with you at supersonic speeds without harming them in any way. Should you be approaching the speed of light, you'd be able to somehow view the world as if it were still and interact with things such as changing the direction of a bullet *somehow*. Faster than the speed of light? Well you can now step between alternate dimensions despite that making no sense.

These are just some examples of what you might be able to do. Perhaps you'll find other ways to break physics over your knee?

Necromancer (Free/300 CP): This perk has 2 tiers. The free tier allows you to change the flavor of your Origin to be related to undeath. For instance, a Conduit might instead of a Conduit of pure electricity, having been revived to undeath like Frankenstein's Monster. Perhaps a Spellbinder created a runic array that allows themselves to resurrect once as a zombie and is now an undead sorcerer. A Divine Architect might be the original Architect of the multiverse, reduced in power and knowledge post-mortem after being slain by their servants and returned as a divine spirit. You can reactivate this in future jumps to modify your origin into an undead option with an appropriately undead backstory.

For 300 CP, you gain phenomenal control over undeath through your electricity. You can bring the dead back as zombies, spirits, wraiths, and monsters under your control. With little knowledge and control over lightning, you could only do the basics: bring back mindless undead who have little-to-none of their original personality or power. A moderately powerful artificer could perhaps act as a new Frankenstein and bring to life an amalgamation of corpses as their servitor while a Coatl could animate undead elementals to fight in their stead. As you reach higher levels of power and control, you could restore all the knowledge, powers, and personality of those you resurrect as your undead army, and even modify the powers and abilities of others in the process, even creating vicious abominations with the collective power of everything you've killed or extracting powers from the dead to add into your newest creations. The possibilities are endless.

God-King (300 CP): This perk doesn't increase your power level, but it does make you count as divine in any situation where being divine would be beneficial to you. More importantly, you're now considered at the very least equals to the gods. You just feel like a god to anyone who cares, and other gods hold you upon a pedestal as some kind of King of Gods. You wield phenomenal political power in any pantheon, looked up to as a father-figure or king. One could say that all under the sun would belong to you should you ask for it.

Donner und Blitzen (100 CP, META): Like thunder and lightning, you shall strike the universe with your godlike power. You may now take with you to future jumps anything upon completion of a jump. Whether it's the metaphysics of this or future jumps, allowing non-fiat-backed powers and items to continue functioning while also giving others the ability to use those same metaphysics, or you want to bring a continent with you to future jumps, or the ability to use magic, or the technological advancement, you now can. These aspects are integrated seamlessly into the new world, with everything getting a retroactive backstory that fits the lore while keeping everything that matters.

Actually Skilled (200 CP, META): You have a wide variety of skills, having trained in a vast number of disciplines. This perk gives you a basic skill level in the most common trades each jump, such as smithing, accounting and carpentry, and also allows you to discount all 100 CP origin perks to 50 CP while 50 CP origin perks become free.

Exceptionally Skilled (200 CP, META): You're especially talented, a genius, even. Though your focus is in the more esoteric rather than the common. You gain a basic skill level in a vast array of uncommon trades each jump, but not in common trades, such that if there's something that a common man wouldn't know how to do but can still be done as a business like tarot readings, ethical hacking, or food tasting, you probably know how to do it. All 200 CP perks that aren't discounted are now discounted to 150 CP. All 300 CP perks that aren't discounted are now discounted to 200 CP.

Jack-Of-All Skilled (200 CP, META): You are now a jack-of-all-trades. You hold a small amount of knowledge and skill in a variety of non-trade disciplines, including an encyclopedic knowledge of many strange and esoteric things like the history of magic, how to con people, lock picking, the history of empires that most people never even heard of, etc. that can't really be used as a business on its own. All 300 CP, 400 CP, and 500 CP perks can optionally be discounted by 200

CP before discounts, but doing so will raise all 600 CP and greater perks by 200 CP before discounts.

Zeus' Bounty (200 CP, META): Zeus, or more likely Jumpchan in the form of Zeus, has granted you a great bounty! To help diversify your builds and make you a more interesting Jumper, you have been granted a 150 CP stipend each jump. There's a catch–it can only be used on perks that cost 100 CP or less before discounts. Enjoy your free points, Jumper!

Quetzalcoatl's Bounty (200 CP, META): Quetzalcoatl… no, it's actually Jumpchan in a snake costume. She's granted you a great bounty of 150 CP each jump. You're unfortunately restricted to spending it on perks that cost 200 CP to 400 CP, but 150 CP is still 150 CP! Don't spend it all in one place. This is pre-discount perk costs, not post-discount.

Izanagi's Bounty (200 CP, META): Is that supposed to be Jumpchan covered in water? What's she even…. Ummmm…. She has decided to grace you with 400 CP, but you can only spend it on perks that still cost over 600 CP **after** all discounts have been applied. Hopefully this will lessen the burden of getting all those super expensive perks.

Odin's Bounty (200 CP, META): Jumpchan… let's just pretend nothing strange is happening. You may choose to not take any discounts or freebies on any 600 CP or more expensive perks each jump. For any jump you give up such a discount for, you gain 400 CP to use on perks in return. You can only use this on jumps that have perks which cost 600 CP or more.

Balance of Chaos and Order (300 CP, META): Lightning and electricity has 2 facets–that of order, and that of chaos. Ordered electricity is the foundation of technology, while chaotic electricity strikes down as natural disasters across the planet.

Like lightning, you now have two facets, taking the form of 2 unique Jumpchain builds. You will gain +400 CP for perks each jump, but now your CP stipend is split between both builds. If you spend 300 CP or more on perks with one build, you must spend a minimum of 300 CP on perks for the other build. Items, Companions, and Drawbacks are shared between builds. You can switch between builds instantly in any CP-backed property or your warehouse, otherwise you must take 5 minutes to switch between them. You cannot shorten these 5 minutes in any way.

You can add additional Jumpchain builds, too, but they all dip into the same CP pool. There are no CP-spending requirements beyond the second build.

Golden Tithe (400 CP, META): You seem like the kind of Jumper who prefers perks over items. How about I sweeten the deal? In order to keep things interesting, I'll give you some extra CP for perks, but only if you buy some items. Each jump, if you spend at least 600 CP on items, you'll get an additional 400 CP specifically for perks. Is that enough for you to keep being entertaining?

Empyrean (400 CP, Capstone Booster): Lightning is life, power, a constant vibration of matter that cuts through the universe. It symbolizes advancement, technology, creation, and chaos. You know this, because you're one with it. Lightning has fused with your very being, down to the essence. While this offers you no defense against hostile electrical abilities, this does allow you to absorb and store a limitless amount of electricity within you for future use, only limited by the speed at which the source you're absorbing from can generate it. You can absorb portions of hostile electricity you're damaged with, as well, or if you have Electricity Resistance X or XVI you can absorb all of it.

Once you've stored enough electricity, you can use it for various things. You can convert it directly to mana, psychic energy, or other sources as needed, granting you an extra battery to use when needed. You can also convert it directly into life energy, healing yourself based on how much you expend as well as your mastery and efficiency with lightning manipulation. Should you have phenomenal amounts stored within yourself, it can even act as an automatic 1-Up should you die, though a massive amount would be necessary for this.

In addition to the above effects, your strength and speed are increased by a small but incremental amount as you absorb more electricity into yourself. Using speed and strength beyond your normal capabilities will expend small amounts of your stored electricity, but this doesn't go through your stores as quickly as converting it to life energy or mana.

Lastly, as the lightning is you just as you are it, you will be as if you had many millennia learning the tricks of your lightning manipulation. This doesn't increase your power or the scale of your lightning abilities, as you have never truly trained with it, but you instantly know the limitations, full capabilities, various things you can do to improve your capabilities, and how to apply these capabilities in creative and efficient ways. You know yourself, and the lightning is yourself.

Spellbinder:

Magnetic Anomaly (100 CP): You find yourself capable of manipulating magnetism through the use of your lightning manipulation. This scales with your ability to manipulate lightning, but while a beginner may only be able to lift and manipulate a few metal weapons, a master could easily change the magnetic poles of the planet, hurl planets at their enemies, and somehow magnetize the iron in the blood of everyone in a continent and tear is all out.

Sapper (200 CP): Your electricity has some interesting properties. Whenever you run a current through something, whether an item or a person, you can choose to have that electricity inflict both damage vulnerability and a weakening effect on the target. The damage vulnerability increases the damage dealt to the foe, which stacks multiplicatively with damage penetration and weakening your enemies' defenses. The weakening effect reduces the power and control of all of your enemies' abilities, making it easier for you to withstand them.

If you have the perk Magnetic Anomaly, your magnetism carries its own effect. Your magnetism strips your foes of their barriers and sunders their armor, making their defenses relatively useless so long as the defenses aren't biological in nature.

Unlimited Power! (400 CP): At least that's what it may seem like. Your lightning abilities pierce all resistances. No amount of magic resistance, lightning resistance, psychic resistance, energy resistance or anything else will protect your targets from your electricity. All resistances and immunities fall before your lightning strikes. Shields and armor can still defend against your strikes, but isn't that the point of Sapper and Magnetic Anomaly?

If you have the perk Magnetic Anomaly and Sapper, your electricity abilities all get a damage buff. All electrical and related damage is 30% more deadly, more impactful, and more destructive. This is multiplicative with both the damage vulnerability of Sapper and the damage penetration of this very perk.

Thunderbird (600 CP): The problem with magic, and with just about any energy source really, is that you'll eventually run out. This is not very ideal. Imagine you're at war, and you run out of power just as you're about to finish the job. It would suck to just… die. Or be forced to make a tactical retreat. That's where this perk comes in.

All of your electrical abilities now take something from what they strike, returning it to you. You sap a significant portion of the energy of those hit with your lightning, siphoning mana from them if they have mana, or siphoning psychic energy if they have that instead. Should your target have no supernatural energy source for you to devour, or if they run out but still live, you'll begin to devour their very stamina and willpower, strengthening your own and giving you your own energy back.

Infinity Spark (Thunderbird, Capstone Boosted): But why stop at energy and stamina when you can have it all? Your lightning now steals everything from its target. It steals the target's thoughts from them, their memories, their supernatural powers, their biology… everything. Steal the hardness of metal, steal the beauty from Aphrodite, steal the magical potency of an archmage, or steal even stranger things.

What you can steal, and how much, depends on your lightning manipulation mastery. A beginner may be able to steal basic or partial qualities from things. A bit of hardness from a stone, or the tan from a sunbather. An intermediate would be able to begin stealing some knowledge, both arcane and mundane, and perhaps a power from their target before exhausting the capacity of this perk. A master would take everything, from social position to money to the soul and beyond. A beginner can choose the general qualities of what they steal with this perk, such as stealing "power" or stealing "body." As you grow in mastery, you can select very specific qualities to steal as well as how they will apply to you.

This can be mitigated by defenses and resistances, but that's what the previous perks are for.

Mind Flayer:

Neural Network (100 CP): When you realized you could manipulate the electricity within your own body, your whole world changed. From your own heartbeat to your lungs, your brain, the nerves spanning through your limbs, your digestive system and everything else, you now have total control over those processes. Using your lightning manipulation, you're able to speed up your own thoughts, calm yourself by slowing down your heart rate, inject whatever emotion you desire into your thoughts, make yourself appear dead, and turn off the pain receptors throughout your body. The greater your mastery of lightning is, the more you'll be able to do with this, while a master may find ways to even replicate self-biokinesis through this.

Mind Eater (200 CP): Knowledge is nothing besides the electrical signals of neurotransmitters traveling between neurons, so why not harness the power of knowledge itself? Information in all its forms is now something you can control with your lightning manipulation. The simplest use of this would be to directly insert information into the minds of others, or insert others' knowledge into your own mind.

Beyond the obvious, though, you can change how information works. Actively hide certain information from people's minds, or delve into memories to re-experience them. Change how people view information such as connecting senses so that people see sound, or hear smells. Change how people obtain information, such as reading a book by simply touching it, or modify how that information and knowledge is displayed, such as creating a "video game"-like menu to retrieve and catalog skills. Create entire illusions with this and enough skill and attention to detail, simulating environments for others to see that aren't real by modifying the information they're obtaining with their senses.

A sufficiently creative user of this ability could simulate technopathy, controlling the information transfer of technology on a scale equivalent to their mastery over electricity. One could control all technology across the planet with this, if one were to have that kind of range and precision.

If you have the perk Neural Network, this would allow you to gain total and complete knowledge of your own body and everything within it. You would also gain instant knowledge of all the things you could do with your Lightning manipulation to upgrade or modify it up to your skill level.

Puppeteer (400 CP): When the mind resists, you need another way to control those who might subvert you. Rather than focus your electrokinesis inwards, you instead focus it outwards unto others. This is more than your stock psychic powers, though… rather than mind control or mind reading, this is the complete domination of their body.

You control the bioelectric signals of others, even at a distance. At a low level, you can make their body twitch the ways you want, perhaps control a limb. As you grow to greater heights of mastery, you'll find yourself able to control their entire body while they watch on helplessly. Greater uses would be casually stopping their heart from beating or turning off their brain like you would a computer. At

phenomenal amounts of mastery, you could even transform their body as if you were using biokinesis.

If you were to have Neural Network, both this perk and Neural Network will be enhanced as a result of the collective knowledge and capabilities of these perks. You will learn all forms of biokinesis much more quickly, along with how to much more accurately and efficiently modify yourself and others.

If you had Mind Eater, you would gain encyclopedic knowledge on every single body you care to look at or sense. You'd get a fully mapped out mental diagram of everything about the person, their biological and medical history, even things nobody else would know or notice. You would also get an extremely clear idea of everything you could do to them as a result of all of that information, whether it would be to shut off the DNA segments related to intelligence to mentally inhibit them, or to take advantage of rare medical mutations that would benefit you.

The Mind, Electric (600 CP): Your mind has conceived a thought, an idea so grand, it is beyond the realm of magic, science, the universe itself. This idea is the absolute truth of a concept, something that can shake the foundations of everything that exists, or has existed. This is the kind of truth that would've shattered the mind of anyone lesser than you, the kind that would normally instantly kill anyone who fathomed even a miniscule fraction of it. That is the kind of knowledge you have, now.

Select a transcendent concept. This can be anything. A method to obtain absolutely true and perfect immortality. A cosmic truth of the universe that cannot be comprehended but can be exploited by you. The location of the absolute edge of creation. A transcendent sword style that cannot be countered by anything and cannot be comprehended by those who see it. You can even select something extremely narrow but beyond powerful like an eldritch spell that pierces creation itself, absolutely shattering everything it comes in contact with no matter the power level.

You now have complete and utter knowledge of this concept or idea, able to utilize it to its fullest extent. You may not be able to act upon it, whether you don't have the reserves for it, or you don't have the physical prowess to use it, or you cannot travel to the arbitrarily distant location you need to, but you can work up to that point. You can also share this knowledge with others to shatter their mind and probably kill them.

If you have the perk Mind Eater, you can insert this knowledge directly into others' minds, bypassing all need to speak or write it down.

Thoughtform (The Mind, Electric, Capstone Boosted): You have internalized the concept you selected, and used it to transcend your own mortal coil. You have become a living thought, specifically a living thought based entirely around the concept from The Mind, Electric. Should you have chosen true immortality, you are now the very idea of true immortality. You cannot die so long as the idea of true immortality exists somewhere in existence, or you encounter a being capable of performing a conceptual action as impossible as crushing an idea.

Forget your origin, that's someone else's life. The origin you selected was an individual who became aware of the concept from The Mind, Electric, and then became consumed by it until there was nothing left but a hole where a person once existed. You are the thought that consumed them, and now you control their body as if it were your own. Each jump, you may begin the jump as this living idea, with your selected origin having a similar fate; otherwise, you'll begin the jump as your origin and may decide at any time to retroactively become the living thought, and let your previous life devolve into an obsession with the concept until its own annihilation.

Similarly, you are now capable of spreading this impossible knowledge without instantly killing others. Even sharing bits and pieces will slowly drive people to search for more information on the subject, slowly eroding their sense of self and their sanity until they, too, become absolutely consumed by you. Anyone who loses themselves to the concept of you will inevitably become another body for you to control, sharing in all of your powers and abilities as well as the erudite nirvana that is knowing you exist.

If you have the perk Puppeteer, you are capable of partially controlling, and temporarily taking over the bodies of those who have only been partially consumed by your concept, as well as interacting with the area around them as if you were there personally. You can choose whether they remember what you did, and whether they thought it was their own choice and actions or not.

Should you not wish to subject someone else to this, you can choose to have been the origin you selected. Instead of taking over someone else, you've ascended to a higher level of existence, thrown off your body's mortal coil, and now puppet your previous body as a Thoughtform.

Artificer:

Pure Data (100 CP): There are people in the world who are known as savants, people who display phenomenal capabilities beyond the normal scope of what others can do. Some are able to remember everything, some are able to control their own physiology to precise degrees… you, you're able to view the world as math and instantly calculate and understand it all.

This does not make you more intelligent. You're no better at reacting to stimuli or intuiting information than you were before. Rather, everything in the world translates to math for you, from the wind speed to the arc of a thrown ball, even the rotation of the planet, gravity, movement, the refraction of light, how a window's imperfections would affect the trajectory of a bullet, and various other natural phenomena. You'll quickly realize there is no random chance–you know the result of a coin flip the moment it's thrown up in the air, you'll know the result of a roulette wheel the moment it begins spinning, and you'll easily see how one action will lead into another action. You calculate it all instantly, subconsciously, to the point you can solve math equations others cannot begin to comprehend in seconds with no math knowledge.

Without actual intelligence and wisdom, you wouldn't be able to know what events may have led up to certain situations. Perhaps you know how someone is going to move in a fight because of the movement of their muscles, but you can't predict everything because you lack the knowledge of the fulcrum of their joints and how biology works and you don't have the wisdom to move the correct way in response to it. There are plenty of gaps that this perk leaves that would need to be met with thought, intelligence, and wisdom, but this perk can pull its weight quite a ways, especially when figuring out how to craft something in precisely the correct way.

Essence of the Heart (200 CP): Essence is something everyone and everything has. The amount and qualities of any individual's essence is based on the size and quality of their soul, though essence is separate from the soul. As the soul grows, the amount of essence that's produced also grows with it. As such, for an Artificer to do their work, the Artificer must therefore have a vast soul.

You have a soul that's both vast and of immaculate quality. Your soul may as well be endless with how grand it is. As a result, the essence it produces is both unending and of the highest quality, allowing you to continually shave it off and use it for the greatest of inventions without end.

Energized Reactivity (400 CP): Everything acts and reacts, especially so with lightning and electricity. It's chaotic, can be ordered or chaotic, can have so many polar opposites that exist in multiple forms at once. Similarly, you can now carry this effect with you into your very essence.

For you all powers, perks, spells, abilities, etc. that are related to electricity can be considered items should such a designation be beneficial. While this may not seem like something immediately useful, it means that you're capable of using your powers and abilities as crafting ingredients should you desire…

Using your perks as crafting materials will remove the perk, but you may be able to make something even greater from it.

Simulacrum (600 CP): Your mind is a simulacrum of all reality, or at least a small fraction of it. Within your head, you are capable of simulating any aspect of reality, from a conversation with someone you've briefly met, to experimental and deadly crafting processes you wish to test. You can use this to test anything in a completely accurate environment, and simulate any environment from the cosmic to the mundane, from social interactions to how things will progress into the future should certain actions be taken. You can simulate the past, as well, seeing how things progressed previously.

You can choose how "sapient" your simulations become, whether you wish for them to be truly alive within your mind or if they're actually just extremely accurate simulations.

If you have the perk Energized Reactivity, you can simulate how your perks and abilities would affect the outcome of anything you craft. You're also capable of simulating the options of a Jumpdoc, getting a feel for how all the perks and items work in order to more accurately determine if such a perk or item is what you truly desire. You will lose all knowledge obtained this way once a jump begins, but you will be much more certain in the selections you make.

If you have the perk Pure Data, you can perform these simulations instantly without any time progressing in the outside world.

Doppelganger (Simulacrum, Capstone Boosted): What you create is an extension of yourself. What you build is yours, your child, your blood, your existence. Your Simulacrum is not just yours, it is the Simulacrum of everything

you create. You now have a form of technopathy limited to what you create. You are capable of controlling and using the senses of anything you build no matter the distance, as they're all connected to the Simulacrum. If you build something which cannot move, then certainly you won't be able to move it, but should it have moving parts such as a robot or machine, you will be able to manipulate the parts as if they were your own and use your perks and abilities through them.

Again, you can choose how sapient your creations become.

If you have the perk Essence of the Heart, should you die, your consciousness and soul will enter the Simulacrum and then connect to something you created at your discretion. This will become your new body. Should it die, the same will happen. The only true way for you to die would be for everything you've created to be destroyed, though anyone with the ability to see or interact with souls or spirits may put things together and see that your soul is offloaded into the various items you've crafted. A particularly skilled magic user may be able to locate everything you've crafted by your connection to those crafts. Be careful, for you're not unkillable.

Timekeeper:

Perfect Timing (100 CP): You have timing beyond mortal capabilities. You always just *know* when the right time to use an ability is. You know just the right time to say what you intend to say for the most impact. You know when to act to get the most effect. You know how to perfectly maneuver others under your command, and they will always do what you need them to do, exactly when they need to do it so long as there isn't divine interference. This doesn't tell you what you need to do to receive an outcome, it tells you when you need to use a certain ability you already intend to use in order to achieve the outcome you intend to achieve. You must have the tools yourself, and the plan must be yours, but it will be nearly impossible for even the most shoddy plan to succeed when you know exactly when to do something.

Perfect Sight (200 CP): You have sight beyond mortal capabilities. Your sight is like that of Odin's, complete and unparalleled. You can see anything, anywhere, though only in the present. You may view things close up, far away, beyond the limits of the planet, and across or between dimensions. So long as you look and find something, then you may view it in its entirety. This doesn't tell you the location of something that you're viewing should you blindly view something

across reality, but simply moving your vision to the outside may tell you everything you need to know.

If you have Perfect Timing, you can instantly see anything you intend to see. You can even be vague and look for threats to yourself, and your vision will focus on them without trouble. Should you wish to view a powerful artifact, you will see it in its entirety, wherever it may currently rest.

Perfect Accuracy (400 CP): You have accuracy beyond mortal capabilities. If you can see something, you can strike it. So long as it's visible and within your sights, all of your attacks, powers, perks, and abilities will affect it as if it were right in front of you. Your touch attacks will strike as if you were touching them, your bullets will travel across dimensions to hit whatever is needed to be hit.

If you have Perfect Timing, then your attacks will never miss and cannot be retconned in any way, as the attack will strike the past, present, and future. Nothing can stop you from hitting what you intend to hit.

If you have Perfect Sight, nothing can stop you from seeing what you wish to see, and then hitting what you wish to hit.

Paradox Lord (600 CP): Time itself acts strangely around you. Time compresses and expands in ways that break the foundational elements of the universe. Timelines fall apart that would particularly negatively impact you. Futures where you die tend to get pruned before they can manifest. Periods of rest expand, allowing you more time to recover before you must face the next threat. Periods of hardship compress to finish as quickly as possible. You'll find yourself traveling to another location, and yet you'll arrive the moment you begin the trek. You'll begin to create a new invention, and yet it will be completed before you make the first strike of the hammer.

If you have the perk Perfect Sight, you'll find yourself able to look into the past and future with it. You'll be able to see where something will be, as opposed to where it currently is. You'll be able to watch the path a man took to arrive where he is now.

If you have the perk Perfect Accuracy, you will have some measure of control over how this manifests. It would otherwise always manifest in beneficial ways, but perhaps not in expected ways. Perhaps you wanted to take your time in that adventure and not have the trip instantly end, for instance. Now you can heavily influence when and how this manifests.

Chronolord (Paradox Lord, Capstone Boosted): Time is nothing but an aspect of the vibrations of atoms across existence, vibrating across parallel timelines and into the past and future. You have internalized this idea and learned to make time just another extension of your powers.

You can control time as if it were nothing but electricity or vibrations. A beginner in the vibration manipulation of the Timekeepers may be able to freeze atomic structures in time, creating unbreakable barriers. An intermediate might be able to turn back time in localized areas in order to heal wounds or reopen them. A master would be able to regulate countless timelines, pruning all possible futures they do not like while stabilizing the entire timespace continuum from multiversal collapse should any multiversal threats be attempting to annihilate it.

Conduit:

Divine Inspiration (100 CP): The benefit of being a Conduit is that you can offload much of the effort of just about anything onto another being. Depending on what being you're allowing to utilize your senses to experience the world, whose powers you're borrowing in return, you'll be able to extract certain kinds of knowledge from them. Where that being ends and you begin becomes blurred, and you begin to gain knowledge through osmosis.

If you're currently connected to a Lightning Elemental, you may divine basic knowledge on how lightning and electricity works, or basic information on the areas where the Lightning Elemental lives. If you're connected to Zeus himself, you'd learn knowledge of where various Grecian treasures are, or how Grecian fire is created, or how Godly society functions. Connect to Quetzalcoatl and you'd eventually gain information on how to connect your powers to the wellspring of Life or, perhaps, the wellspring of Death.

Most of the information you gain will not be particularly useful unless you plan on doing something specifically related to that information. The longer you stay connected to a single being, though, the more information you'll gain, and something is likely to be useful in the future. You also get a guarantee that, so long as you were the one who allowed the entity to connect to you and it wasn't forced upon you, it won't have malicious intentions and instead will be content leaving you in control of yourself barring drawbacks.

Even if you're not a Conduit, you also have the ability to allow other beings to borrow your senses and speak to you at great distances while doing so. You can't borrow their powers if you're not a Conduit, but you'll gain the effects of this perk while they're borrowing your senses.

For the purposes of this perk and others in this section, "connected" means any of the following:

- Acting as a Conduit to
- Acting as the host of (i.e. parasites, aliens connected to your brain, etc.)
- Connected through psychic abilities such as mind reading
- Connected through a magical contract
- Acting as a seal to
- Inhabited by a being (such as a demon attempting to possess your soul)
- Currently touching

The Next Step (200 CP): Timeless, ageless, ancient beings tend to have phenomenal wisdom and vast knowledge on how to accomplish just about anything. Whenever you have a goal in mind, you can draw upon the general wisdom of countless greater beings to divinely guide you along your destined path to that goal.

Think of a goal you wish to accomplish. Any goal. You will receive supernatural knowledge on the basics of what you need to do in order to accomplish it. This is just basic information–where you need to go, what time, some basics on what actions you should perform to learn more of what needs to happen to achieve your goals. The longer you follow your goal, or at least research it, the greater this effect becomes. With time, it will become a list of places, people, and actions you need to interact with and perform in order to accomplish your goals, and eventually it becomes a list of things to do and say, akin to a strategy guide, on how to complete your "game."

If you have the perk Divine Inspiration, you can speed this process up by having a being related to your goal using you as a Conduit. You'll be able to absorb the requisite knowledge at an accelerated pace, and very quickly get to the point of specific steps to complete your goals along with alternate routes, secrets, and optional objectives.

God's Favored (400 CP): You are the favored of those who interact with the world through you. First of all, the impossible is no longer impossible, just highly

improbable. Additionally, for every being that is connected to you, you gain a boost in luck and ability, and the improbable becomes slightly less improbable. The stronger the entity which is connected to you is, the more entities which are connected to you at once, the greater this effect is. With sufficiently numerous and powerful entities, you could easily balance on air, walk up a waterfall, convince a door to open, have children with a dragon, and kill an immortal.

This perk also makes it easier to convince stronger and more varied beings to use you as a Conduit. In general, higher and more powerful beings favor you over others.

The One (600 CP): Why stop at knowledge, when you could use your passenger's full might? You are the Chosen One, chosen by divinities and higher beings all, able to grasp at the power of gods and take it for yourself.

You are capable of initiating a "subsumption" with any lightning-related beings or entities you're connected to in some way. The entity must be willing, sufficiently weaker than you, sufficiently damaged, or unaware and caught by surprise for this to work. You could, for instance, trick any entities you're connected to into lowering their guard with the promise of more power, and then initiate this in order to subsume them. In this case, the subsumption is a fusion in which your mind overwhelms them, and you gain their powers.

What this does, is it grants you a fused form with the entity. You'll still have your own general shape, but you'll gain characteristics of the entity you're connected to. You'll have a facsimile of the entity's abilities and powers along with your own, around what you could already use had you been a Conduit for them, but nothing at the level the entity had unless you were already more powerful than them. You won't have access to the being's full knowledge, either, so you'll have to work out some of the kinks yourself.

With some training, you'll be able to acclimate to the being's full power. What this means is you'll be able to take on the entirety of the being's form and phenomenal power, and wield it to your heart's content. Should you have subsumed Zeus himself, you'll be able to wield the full might of a king of gods at the tips of your fingers.

You can combine with any number of beings at once, additively adding all their power to yours and creating a fused final form. You can also activate any of these

forms individually. You can cancel a fusion at any time, allowing the entity to regain their form and independence, but you'll also lose their full power.

Divine Inspiration and The Next Step will both additively speed up your ability to acclimate to any fusion, their power, and the speed at which you learn their abilities. Having both will quickly allow you to reach mastery.

The One Who Chooses (The One, Capstone Boosted): You have chosen to be a Conduit for yourself, and you have selected yourself as your God. You've connected to the metaphysical god of yourself, fused with it in its entirety, and as such you've become the arbiter of your own fate and self.

Select a goal. You are guaranteed to accomplish that goal. It may take a long time, whether a year or multiple jumps, but you will accomplish it. You will not die until it's accomplished, though you may die accomplishing it. It must have a tangible end and cannot be related to simply growing in power or interacting with Jumpchain mechanics like Sparking. You cannot simply choose "to survive" or "to Spark," you must choose something like "Saving the princess," "Becoming the authoritarian ruler of a nation," or "Accumulating $3,000,000,000 in wealth and assets." When you accomplish a goal, you may select another goal.

You do not need to work towards the goal, fate and your unyielding self will guarantee the goal comes true no matter what your actions are, slowly guiding events to achieve that goal. The more you work towards the goal, the faster you will achieve it, but even sitting in a room all day will see events conspire to bring your goals to an acceptable end.

You are the god of yourself, and you will be obeyed.

Coatl:

The Great Winged Serpent (100 CP): What is a Coatl without the body of a serpent or the wings of a bird? You now have the form of a Coatl for the duration of this jump, which becomes an alt-form in future jumps. You can easily fly, and your body is currently the width of a bus and the length of a jet. You will grow with time until you become truly monstrous in size, though no less agile from it.

Coatls are creatures which represent cycles. Choose two concepts that complete a cycle, something other than the cycle of Creation and Destruction, as such a cycle is exceptionally powerful and holds few limits. You gain the ability to

manipulate that cycle on a conceptual level through your lightning manipulation, on a level equivalent to your lightning manipulation. A beginner who follows Quetzalcoatl's cycle of Life and Death may be able to heal with their lightning, while a master would be capable of spawning entire races from nothing to populate the galaxy while simultaneously terraforming planets. The simpler, more concrete, and less conceptual the cycle is, the easier it is to master and use.

If you want the cycle of Creation and Destruction, you can take a related Drawback in the Drawbacks section of the same name.

Possible cycles include:

- Day and Night
- Earth and Sky
- Good and Evil
- Loss and Revenge
- Hope and Despair
- Rage and Rest
- Waking and Sleep
- Life and Death
- Dream and Reality
- Action and Reaction
- Consumption and Bounty
- Rain and Drought
- Learning and Teaching

Tlaloc (200 CP): Your presence is a herald of lightning and thunder. Should you wish, you can conjure a massive storm above you, heralding your appearance. This storm creates lightning of the level of your strongest lightning manipulation (or lower, should you choose), and all of your lightning powers are enhanced while under this cloud cover. You have total control over where the lightning of this storm strikes.

If you have The Great Winged Serpent, the lightning is infused with the nature of your cycle. A lightning storm of Life and Death would kill your enemies while healing your allies without any need for your intervention. A lightning storm of dream and reality would send your foes off to the land of dreams while enforcing stability on time and space under the storm. A lightning storm of Creation and Destruction… well, localized omnipotence isn't quite off the table.

Cipactli (400 CP): The Primordial Sea Serpent came before creation. Quetzalcoatl and Tezcatlipoca worked together to kill it, eventually tearing it in half. One half became the land, and the other half became the sky. This great beast's countless maws would never again devour everything.

Like the dead body of Cipactli, all that's destroyed will be made into something greater by you. You're phenomenal at taking anything that is dead or destroyed and converting it to a useful item for your own use. The simplest use of this is to turn a dead enemy into a weapon or tool, imbued with at least some of its original abilities as appropriate. Turn rubble into a monument, turn a destroyed spell into another, turn a dead romance into a friendship, or turn a broken piece of technology into a component to fit into another piece of technology. The change is instant, but you can never restore something to how it was before.

If you have the perk The Great Winged Serpent, you gain a maw akin to that of Cipactli. You are capable of devouring the very concept of what you eat such that it cannot ever be restored, and you can eat even immaterial things such as ghosts or space itself, leaving nothing but fractured void in its place.

If you have the perk Tlaloc, you can curse those struck with your lightning with an insatiable hunger, the same as Cipactli's own endless hunger. They will be driven to consume and destroy, losing all control over their own actions.

Quetzalcoatl, the Feathered Serpent (600 CP): Quetzalcoatl created humanity, a source of cycles that continue to this day. Like Quetzalcoatl, you can create cycles… though probably not in the same way.

You are capable of granting power over cycles to others. They gain this power at its most basic level, that of a complete novice with only the most basic applications, but they can train it to complete mastery over the cycle should they wish and put in the effort. What cycle they gain control over is based on their personality, such as someone who enjoys the night getting control over the cycle of Day and Night.

If you have the perk The Great Winged Serpent, you can change your own cycle once per day to another cycle of your choice. Much of your experience and knowledge from one cycle carries over to the other, though not at a 1-to-1 rate as different concepts affect the world differently.

Xiuhcoatl, the Flaming Serpent (Quetzalcoatl, the Feathered Serpent, Capstone Boosted): You hold the power not just to grant cycles, but to suspend them. For the cycle you have control over, you now not only manipulate it, but can remove it entirely should you wish. If you have domain over Life and Death, you could simply remove the cycle to prevent anything from becoming alive as well as anything from dying. Control over Good and Evil would allow you to remove all goodness and all malevolence. With more experience one could selectively remove or suspend parts of their cycle, allowing plant life and people to be born and thrive while preventing death, or only allowing death to affect certain groups. Prevent the moon from ever rising while keeping the sun suspended in the air.

If you have the perk Cipactli and The Great Winged Serpent, you have the ability to remove the ability of others to grow in any way related to your cycle. If you had the cycle of Creation and Destruction, for instance, you could remove people's ability to learn anything new related to building techniques or crafting in general.

Elementalist:

Harmonize (100 CP): You are capable of performing the interesting, and possibly unique, feat of combining elements together without weakening either one. You can use this even on opposing forces, such as fire and water, and manipulate them into a cohesive whole without losing the effectiveness of either. This may seem largely useless if you can only control electricity, but in fact this would allow you to do something like sprinkle dirt onto your lightning to add various minor effects of the earth, or dump water into your lightning to add various minor effects of water. You can choose whether the elements combine, such as fire and water becoming steam, or if they keep their original properties and combine in another way.

Catalytic Enhancement (200 CP): Combining two elements now causes them to feed into each other, increasing the power and effects of both elements individually. How much they influence each other depends on how much control and power you have over each one. A master of fire and lightning manipulation could exponentially increase the power of each, while a moderately powerful lightning mage who adds dirt to their lightning would drastically increase the power and effects of the earthen power while increasing the lightning magic by an almost nonexistent amount.

Should you have the perk Harmonize, it drastically increases the magnitude and speed in which Catalytic Enhancement enhances elements.

Disruption Field (400 CP): Your knowledge and immersion in lightning and electricity has granted you the capability to instantly end any electricity you are aware of. You disrupt and drain the power from all electrical effects you wish, turning enemy lightning attacks into nothing but charged wind, and then nothing but stale air.

If you have the perk Harmonize and Catalytic Enhancement, you can rapidly decay all lightning effects, as well. Decayed lightning would backfire in a violent electrical storm before vanishing. Should you be an elementalist, you could extend this to other elements which would violently explode or boil away in their decayed state before they, too, vanish.

Elemental Overload (600 CP): One element flows into another, flows into another, flows into another. Whenever you choose to, your lightning attacks create a chain reaction, drawing in other elements to expand itself. Lightning would strike and start a fire, the fire would light up the wind turning it into a firestorm, the firestorm would erupt the earth, the erupted earth would break the balance of the element of spirit which would set off a cascading entropy which freezes the area around it. While not necessarily in that order, or of that scope or scale, all of your lightning attacks would cascade into an elemental storm of destruction. You can control how much this cascades, up to a level of your ability to manipulate lightning. By default, unless you have the ability to control the elements that are created from this chain reaction, you cannot control how the chain reaction cascades, only the scope of it.

If you were an elementalist, you could certainly do this with every element you control, creating chain reactions that annihilate everything.

Feedback Loop (Elemental Overload, Capstone Boosted): From elemental destruction, you have learned to feed such destruction into itself, and such destruction that's been fed into itself back into itself once more, creating a self-sustaining loop of power. Feeding electricity into itself allows you to keep a stable loop that never requires more energy, while continually increasing its own power. If you hold the feedback loop long enough, you could unleash destruction magnitudes greater than you otherwise would be able to. Once you begin a feedback loop, you no longer have to hold it to keep it in existence, as it's self-sustaining. It will require no further thought or effort from your part. Should you leave it alone, though, it will not increase in power, as to feed it into itself and amplify it, you would need to personally attend to it.

If you have Catalytic Enhancement, you're no longer required to tend to the feedback loop to keep it growing in power. It's completely self-sustaining and self-magnifying.

If you have Harmonize, you can easily add any number of elements to the same feedback loop and take them apart individually, creating no need for multiple feedback loops.

By default, a feedback loop takes the form of a ring made of the element used to create it. Combining multiple elements into a single feedback loop causes it to become a ring of golden light. Combining the cascade of Elemental Overload will vastly empower this.

Divine Architect:

Eternus (100 CP): You are eternal. Should your body die, your soul will continue existing. Should your soul die, your essence will continue existing. Should your essence die, your disembodied thoughts will continue existing. Should that die, something smaller would continue existing, and so on.

Depending on how much of you has been crushed, and how scattered your remains are, you may live in this state for a shorter or longer period of time. Do not worry, though, as your body will slowly reform alongside all of its pieces. This takes an extremely long time, though, as even just your body reforming would take a year. More, and it can take significantly longer, and you will be unable to interact with the world during much of this process without an out of context ability to. Should a jump end while you're in this state, it will count as you being dead and your chain will fail. Look at the bright side, though—you'll have eternity after you return home to think about what you could've done better.

You can use any of your 1-Ups at any point while in this state if you want to revive earlier. Using a 1-Up will restore you completely back to your normal state no matter how destroyed you are. You will always be conscious enough and capable of doing this.

As an aside, this also makes sure you'll be remembered for your actions far after you're gone. In fact, many may begin worshiping you as a deity should you do enough good or display enough power.

Impossible Chemist (200 CP): You understand and can manipulate the electrical forces that bind protons, neutrons, and electrons. You're no longer limited to creating matter, now you have the capacity to change matter. You're capable of modifying simple elements into advanced materials, dismantling anything into their base components, and changing the composition of any matter into any other matter. At least, should you have the training and mastery to do so.

Perhaps as a beginner you'd be limited to changing basic structures. Adding electrons, removing them, adding or removing protons without destabilizing matter, creating basic molecules such as converting water and hydrogen into oxygen. As an intermediate in lightning manipulation, you could create more exotic materials with unique properties. Create unbreakable crystal, perhaps fabrics or metallic alloys that allow for resistant or indestructible weapons and clothes. Maybe even split an atom to release the energy. At the upper ends of your capabilities, mastery of your capabilities, you'd wield the power to bind and unmake the forces that hold the universe together and weave matter into forms that defy imagination.

Aethereal Pulse (400 CP): The act of creation precedes the spark of life. The essence of life flows through your very veins, and that life flows into every creation you make. The worlds you build, the weapons you craft, the constructs you design, even the thoughts you have and the plans you make gain sentience or even sapience. From the most basic stone golem to the most complex automaton, they will have a vibrant and alive soul, a living essence, an existence beyond what they were created for.

What does this mean? It means that what you make has a will of its own. Your plans drill themselves into the minds of those who need to perform specific actions such that you would succeed. Your thoughts search for anyone who can make your thoughts manifest. Your dreams wish to come true so that they may better aid you. Your weapons grow and evolve with time, experience, and wisdom gained. Your worlds actively try to sustain life upon them and care for those that call them home. Your automatons and robots are your children.

You may choose to turn this perk off, should you not desire to create life with every thought you think.

Boundary Creation (600 CP): You draw the lines which define reality. More specifically, you define the limitations which bind your creations and which bind others. This power, when simplified, is the power to have the final word.

The first step to using this power is to define a boundary. This can be as small or large as you'd like, but it cannot be moved once created unless you remove it. It can affect the universe, or it can affect a town, or it can affect an anthill. You cannot define it to affect a person, only a location. This boundary is your domain.

Next, you impose limitations on this boundary. You can force others to only move in half time here, or create a limitation on the max power available to those within this area. Perhaps you stifle magic, or bar entry to this location entirely. Your ability to limit actions, powers, and the nature of reality is nigh limitless within a boundary you create. You are the hand which chains the universe.

Fulcrum of Creation (Boundary Creation, Capstone Boosted): Limitations are too… constricting. You realized this, so you redefined what limitations are. Why limit when you can expand? Why impose edges and hard limits when you could become the fulcrum from which definitions flow from? Why bind yourself when you can be the arbiter of creation?

You are the one who decides. You have the ability to manipulate definitions with your power and mastery of lightning. You could easily modify definitions by changing them to something technically correct, or with power and experimentation you could change a definition to something utterly bizarre and reap the benefits. A beginner could modify the definition of ice to "The absence of heat," and then control ice with their fire manipulation. Someone with some experience could change the definition of walking to that of flying, and everyone who might walk would now instead fly. One with great mastery could change definitions such that magic becomes psychic power, humans become dragons, and gods become mortal.

Now go change the universe so that limits are limitless, and growth is eternal.

Items:

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

Electrical Tape (Free): You have a spool of electrical tape. This tape is completely immune to all effects of electricity, and can be used to protect against it if you completely wrap something in it. It never runs out. It makes for surprisingly sturdy shackles, especially when used against anything whose main ability is related to electricity.

Electric Blue Electric Guitar (50 CP): This is an electric guitar. In fact, it's the best electric guitar. You've never felt an electric guitar so perfect in your hands, and it sounds more beautiful than any other instrument you've ever touched. When you play this guitar, electricity jumps off of it and shocks any of your enemies who might be around you. Its standard color is electric blue, but you can choose other colors so long as they have "electric" in their name.

Thunderbird Feathers (50 CP): Thunderbird feathers hold great mystic weight. Whenever you create runes or talismans, you can either burn one of these or weave it into the talisman to improve the effects drastically. You have a box of these which replenishes whenever you close the box.

Bolt of Fabric (50 CP): A box filled with fabric woven from lightning. It generates lightning when rubbed together, so you can use it to charge a weapon by creating a handle which incorporates this, or you can use it in clothing to help generate power for some kind of storage. It also holds electricity fairly well, able to store the large amount of electricity that it generates. The box refills as soon as you close it.

Rod of Unattraction (50 CP): This is a simple lightning rod which, whenever it strikes something, it repels the item like a magnet. If you hit two people with it in succession, it makes them find the other ugly, too.

Tinkertron 9001 (50 CP): If you've ever needed some lab assistants, these are the best of the best. They hand you what you need before you even realize you need them, they can help theorize the next steps in an experiment, they can play darts with you to kill time while you wait for an experiment to end, and they even *clean up after you.* Truly the handiest helps around. You get as many as you need, but they can't be used to help take over the world, just take out the bloody trash.

Current Events News (50 CP): Do you ever need to know the current happenings? What about the amperage happenings or the voltage happenings? This is Current Events News, the best newspaper you never realized you needed! While most of this paper is drivel, you'll find some fun how-tos on building various pieces of technology which scales with your science. Perhaps a couple articles on how to increase your lightning powers a bit further. Some brain teasers that are just hard enough for you to feel smart! This paper has it all.

Fulgurite (100 CP): Have you ever wanted to craft with literal lightning? This is a box filled with calcified lightning, the remains of lightning which crystallize when it

strikes the ground. They offer a continual source of energy, or you can use them to craft items such as swords made of hardened lightning or armor that shocks anyone who attempts to attack you. You have as many as you need, the box refills whenever it's closed.

Heavenly Robes (100 CP): This is a garment once worn by celestial beings, woven with feathers of lightning birds and made out of threads of pure lightning. It's quite beautiful, but it holds the unique ability to convert your electricity into fire or ice. Fire and ice created this way counts as lightning for the purposes of your perks and powers, allowing you to manipulate it.

Stormcaller Amulet (100 CP): Forged in ancient amber and imbued with storms, this amulet enhances all of your lightning-based abilities and allows the wearer to penetrate about 20% of any lightning resistance the target has, allowing you to at least partially damage enemies that are immune to lightning.

Lightning Plains (100 CP): These plains exist up atop a plateau, high in the sky. Thunderclouds never leave the vicinity, granting a permanent cloud cover. Rain forever falls here, and the lands are struck by lightning at a vast speed and intensity. While I'm certain you can find various uses for this location, if you leave an opened bottle atop this plateau, lightning has a small chance to strike this bottle. Should you close the bottle before the charge ends, you will not just get bottled lightning, but you will be graced with absolutely divine levels of luck for a day. This can be made a warehouse attachment or imported into the world at your discretion each jump.

Lightning Forge (100 CP): This is a high-tech lab and forge. It utilizes electricity to handle forging processes, cutting out the need for fire unless desired. It has research facilities as necessary for you, too. This lab and forge is designed to research and create automata and robots of various kinds, whether for war or for peace, and comes equipped with tools and tech based on your skill level. It evolves with you, and while it can be used for other purposes, its true specialty will always be artificial life. This can be made a warehouse attachment or imported into the world at your discretion each jump.

Chidori (100 CP): Once upon a time, a man caught a lightning bolt as it struck. He was a blacksmith who eventually went on to forge the lightning bolt into a shapeshifting blade. This is Chidori, a katana which can become a nodachi or tanto at will, allowing it to be used in a variety of situations. It is made entirely of electricity, allowing you to pull electricity out of it for your own purposes or add

more electricity into it to improve its cutting power. When swung, it releases blasts of light and electricity followed by a sonic boom that disorients foes.

Taiko Drums (100 CP): These are a series of three taiko drums, drums which are typically stationary on the ground and at an angle so you can strike them with great force. They're all beautifully-crafted and of supreme quality.

One, when struck, generates a powerful and reverberating thunderous boom in any location you can see, capable of shattering glass and driving people temporarily deaf. Repeated use can permanently deafen someone. Should the thunderous boom be right next to an individual, it will throw them as if hit by a physical force.

The second, when struck, generates a powerful confluence of lightning over any location you can see, capable of turning stone into molten lava from the heat. This lightning ignores any defenses that are divine in nature.

The third one, when struck, summons a storm whose eye is anywhere that you can see. The storm is the size of a city. You can see anything under the storm, expanding your range for the first and second drums as well as empowering their effects.

Sacrifices (100 CP): You have a series of divine sacrifices. By performing a short ritual with these and sacrificing them to either yourself (if you're a Conduit with The One Who Chooses, or a Coatl) or some divinity, you'll find yourself and all your lightning abilities empowered for the next 24 hours. You are also empowered by minor to moderate buffs based on the divinity you make the sacrifice to.

Hammer of Choosing (100 CP): This is an interesting war hammer. While it has few special properties, it's particularly useful in channeling your lightning abilities and empowering them. This hammer also cannot be lifted by anyone who does not exemplify the traits you admire the most in others. Because it cannot be lifted, it's good at pinning down those you don't like. This hammer also returns to your hand at any time, moving at whatever speed you wish it to (though if it's too fast, you might break your hand or something silly like that).

Bottle of Lightning (100 CP): Have you ever wanted to bottle lightning? This bottle is specially made for such tasks. This magic bottle can hold various elemental forces within it against all common sense, from bottling lightning to bottling fire, or even stranger esoteric elements like the element of surprise or

some kind of bizarre aetherial frostbolt flame… not that such a thing really exists. Totally. This bottle automatically traps elements inside once interacted with, meaning you don't even need to cork it later.

Aetherial Frostbolt Flame (100 CP): This fire… it's not really fire. Not entirely. This is a cold fire, seemingly made out of electricity and empowered by the element of spirit. You can manipulate it through fire, ice, electricity, or spirit manipulation, and no matter how you manipulate it, it has the properties of all four elements. The aethereal spirit power grants it a bit more of an oomph than what it normally would have with your abilities.

The fire is in a massive brazier and never goes out. It's a bit of a pain to move, though, so you might want to find a way to bottle it up or teleport it to where you need it.

Mobile Home (100 CP): And when I say mobile, I mean *mobile.* This is a house made entirely of clouds, on top of the clouds. You are strangely able to walk on clouds for the purposes of getting to this house. The cloud that it's on is pretty massive, large enough that you can create more houses and start a flying city should you have the ability to manipulate clouds or the weather. It's also fast, able to move from one side of the world to the other in about an hour, and nobody aboard will feel any of the momentum or wind that might usually accompany such movement.

Gungnir (200 CP): The spear of divine retribution. This spear strikes with the speed of a lightning bolt and can only be evaded by those who can dodge lightning. The more the target has hurt you, whether physically, financially, or even socially, the stronger and faster this spear becomes. What makes this spear particularly useful is its capacity to strike no matter the distance between you and your target–so long as your target has harmed you, this spear will travel across the universe and between timelines to find its mark.

Stormcloud Cloak (200 CP): This cloak is woven of threads made from storm clouds and wind. Those who wear this cloak find that they repel all supernatural abilities that target them specifically. The only way to strike them with supernatural abilities would be to strike everything with that ability, or use something that literally cannot miss.

The Convergence (200 CP): At the center of the universe rests a place where the elemental forces are in constant flux, fusing together and breaking apart as

they warp in time and space. This place, the Convergence, can now be accessed as either a Warehouse extension or as a physical location at the center of the universe (should you be capable of traveling there). Storms of time and space echo across the carved cave-like walls, and in the distance is a confluence of cosmic energy flashing across the sky.

While here, all elements count as lightning for your lightning manipulation, allowing you to create and control nigh anything while here. All elemental manipulation abilities are strengthened to godlike levels while here without any effort on your part. You'll find that while here, all training in elemental abilities goes significantly faster and you grow stronger both physically, spiritually and metaphysically at an improved rate.

Perfect Timepiece (200 CP): This is a pocket watch. It always tells the correct time. ALWAYS. In fact, if you were to turn the time back on this watch, time itself will reverse to that time as a form of time travel. Since it's a 12 hour watch, it can only go back to midnight or noon of the same day, or forward to just before those times. This is conceptually perfect time travel and cannot be prevented or detected in any way. You only keep anything on your person, and you replace the version of yourself at that time. This reverses perks, items, and drawbacks you've used in the meantime, as well.

Brahmastra (200 CP): This is a bow and a spear. The spear can be used alone, or you can fire it from the bow, upon which it strikes with the force of a nuclear bomb, creating an explosion of lightning and fire before returning to you. By speaking divine words and mantra, whether learned from your research or given to you by whatever deity you're connected to as a Conduit, you can change how this weapon's power manifests—empowering the fire or lightning, creating illumination for seeing in the darkness, powering machines, empowering yourself, or something else—this weapon is very dynamic based on the divine words you channel through it.

Sword of the Sun (200 CP): Xiuhcoatl, the sword of the sun, is a sword once wielded by the holy warrior of the lord of the Coatls. This blade is forged to appear like a serpent, its blade winding as if a snake. Those who hold this sword are capable of generating lightning and fire with it. If you are capable of controlling lightning, you gain the ability to create matter with the lightning generated from this blade, while if you are capable of controlling fire, you will be able to annihilate matter with the fire generated from this blade. Should you be capable of both, you

may learn to have some caricature of control over the cycle of Creation and Destruction itself with time.

Vajra (200 CP): The Lightning Diamond, a stone of phenomenal spiritual significance. So long as you hold this, none of your lightning abilities can be inhibited or nullified. Your lightning will become something akin to an unstoppable force, as it will carry nearly limitless momentum, unable to be slowed down or redirected. While holding this, you will constantly benefit from self-reflection and self-discovery as if you were constantly in a meditative state, and all abilities and powers you have related to meditation are boosted significantly.

Keraunos (200 CP): This isn't a lightning bolt. This is *the* Lightning Bolt. This first lightning, primordial and divine. You can summon it to your hand at any time. When thrown, it strikes an area between the circumference of a person and a house with such heat, such force, such absolute power that even gods would kneel before you in fear. This lightning disintegrates all matter it touches, reducing it to less than ions. Very little can survive this.

Vector-Assisted Railgun (200 CP): Have you ever wanted a gun which goes BOOOOOOM!!!? Have you ever wished for something that you can see charging up as the wheels and gears go WHHHIIIIIIIRRRRRRERERERERGRRRRR-VROOOM!!?? Did you ever want something with so much recoil it ragdolls a supersoldier across the room upon firing? Have you ever wanted to say "Fuck that direction in particular" and just remove everything in that general direction with a beam that goes FWOOOOSHBRZZZZZZZ? This ionized, magnetized, big fuck you railgun is what you need. Guaranteed to turn everything in a general direction into superheated slag.

Cosmic Ichor (600 CP): Cosmic Ichor is the blood of creation. This nearly-invisible liquid radiates pure potential such that you can feel its transcendental nature. It is the essence of essential creation, and you now have a single vial of this.

Such a powerful substance has a variety of uses. Its most basic is to simply dump it out somewhere. Anything it's dumped on will be not just revitalized, but will rejuvenate to prime condition and stay in such condition barring outside interference. This can undo catastrophic events, rebuild lost civilizations, and re-empower ancient artifacts that have long since lost their power.

More interesting uses for this would be to use it in the crafting process of various items. This ichor will vastly empower whatever you use it on while crafting, turning it into, if not a cosmic-level artifact, then something close to it. Should you have enough crafting skill, you could create weapons that cut through the fabric of reality or armor which simply rejects all forms of damage. You could combine it with the ability to craft worlds in order to create self-sustaining divine dimensions or realms where you can edit the localized laws of reality and rule over the life that such worlds and dimensions spawn.

Should you do something such as drinking the liquid in this vial, you'll instantly gain the Mastery level of skill described in Master Lightning Manipulation, and be able to utilize infinite amounts of energy to enact your will on the universe around yourself. This is very short-lived, though, as you only gain this capacity for a single minute before you revert to normal.

You can likely find other uses for such a vast and powerful substance, but it will require experimentation. You gain another vial of this ichor every 10 years or the next jump, whichever is sooner. You can stock them up to compound their effects by using more than one at once.

Any of the above actions takes about a full vial, but you can use a smaller amount to diminish the effects.

Companions:

Thaumaturge (50 CP, Free Spellbinder): All things require balance. Magic, life, politics… that's what this person believes. So rather than focus everything onto lightning magic, this mage mostly focused instead on Spirit magic. This thaumaturge is a very balanced person, the right amount of reasonable and exciting, knowledgeable and wise, understanding and critical. They would be a good person to keep you grounded.

Spirit magic is focused on empowerment, and this Thaumaturge has focused specifically on empowering other mages. They can strengthen your spells, or strengthen you in general. They also know a good amount of lightning magic to go along with it, so they can make both a good teacher as well as a good student should you be willing to teach your own secrets.

Higher-Existence (50 CP, Free Mind Flayer): This person is an absolute mad genius psychic obsessed with immortality. Somehow they figured out you're unlikely to be killed and tied their entire existence to your own using psychic powers that may as well be a Deus ex Machina. Their body is no longer really required, but they would prefer to keep their body if at all possible. They're extremely well-learned in psychic electrokinesis and would happily share some of their knowledge with you in return for granting them an eternity to continue learning new things.

Demonic Automaton (50 CP, Free Artificer): You have created your greatest invention. This is a self-upgrading automaton, nearly indistinguishable from whatever species you designed it after, whether a demon or an oni or just another human. It's constantly evolving, adding new capabilities to itself, staying relevant no matter how strong you become. It is, without a doubt, completely and utterly loyal to you. It begins at a capability roughly equivalent to your level of lightning manipulation, but has the capacity to become anything it needs to in order to stand by your side.

Watcher (50 CP, free Timekeeper): It seems you've picked up a friend in your travels. This person is a Timekeeper like you, but has gained more of an interest in observing and recording history. They continually observe everything around themselves, mentally cataloging the world and events for later so they may record everything. They wish to one day experience grand adventures so they may write about them. They have an equivalent to the Perfect Accuracy perk, able to see vast distances and between worlds.

Shining Star (50 CP, discount Conduit): Within your mind, a shining star blazes into life. This is a divine being so great that it may as well be God. This divine being is so great that it cannot manifest upon the world without destroying it, and as such it requires a Conduit to see the world below. That Conduit is you.

The Shining Star will allow you to channel its phenomenal power, lowered to only what you can handle based on your lightning manipulation capabilities. The Shining Star also isn't without benefits, as The Shining Star will act as a friend, a confidant, one who will listen to your worries, dreams, and ambitions and offer advice from its infinite wisdom. This being's greatest boon, though, is its great cosmic knowledge which you can tap into in order to edit the fabric of reality at a level equivalent to your lightning manipulation abilities. You'll have to learn how, but with a constant source of cosmic knowledge, if you put in phenomenal effort, you could slowly begin to rewrite the rules the universe is governed by.

If you allow the Shining Star to fully control your body for a time, it will be able to use its powers at a level far above what you're normally able to channel. If you're not a Conduit, you can act as a Conduit for this being. If you have the perk The One, you can fuse with this being. Doing so will increase the effects of every single one of your perks and abilities by a large amount, improving their performance significantly.

Earth Mother (50 CP, Free Coatl): Regardless of your origin and backstory, your mother is now (somehow) a Coatl whose cycle is Consumption and Bounty. Your mother is obviously protective of you, as she's your mother, and a companion now. She begins relatively weak, but her authority over Consumption allows her to grow in power with everything she eats, even able to copy facsimiles of the powers of those she devours. Her authority over Bounty allows her to create and control plant life around her, guaranteeing plentiful harvests and a guarantee against starvation.

Her authority over Bounty also extends to childbirth and children. This means she can guarantee inception, meaning if you wish you can have plenty of healthy, strong children. You can also be pretty certain of the fact that you'll likely end up with at least a few siblings.

Golden Metallic Dragon (200 CP, discount Elementalist): A righteous dragon who stands against all evil and injustice in the world. This dragon is known for its fairness, but beyond that its vast and unsurpassed knowledge on all lightning manipulation. It will always stand at the side of righteous allies, and will always attempt to help nurture goodness and justice within those it cares for. Even should you be evil, this dragon will attempt to steer you towards righteous uses of your darkness, as it considers you a friend. This dragon wishes to help those in need, save those who cannot save themselves, and overall make the world a better place.

A Herald (400 CP, discount Divine Architect): Every lord requires a herald of their arrival, and how you have yours. This… Conduit…. is more of a husk of a person whose only initial personality trait is their fanatical devotion to you. They will learn from your actions and develop a personality of their own with time to better worship and fulfill your desires. What makes this herald so great is its unique ability to channel all of your godlike powers.

Unless you specifically forbid it, The Herald can channel and use all of your perks, powers, and abilities as necessary without ever draining you or preventing you from using them yourself. You can dial the power of The Herald's version of your abilities down to zero, or up to their full capacity as desired. You're also able to take control of the Herald's body at any time, using it as your own for whatever purposes you need. Nothing you do can ever cause the Herald to worship or trust you any less, as they firmly believe everything you do is part of a greater plan.

Drawbacks:

The Fallacy of Intellect (+100 CP): You may be the smartest person in the room, but what is all that power worth when you can't use it properly? All wisdom perks are unavailable to you for this jump, and your own wisdom is returned to that of your pre-jump self. You have all of your memories from your time Jumping, but you simply never learned from any of your mistakes.

You can optionally decide to reduce your natural wisdom to that of a child or particularly rebellious teenager. Doing so will double the effects of all the intelligence and knowledge perks you have from before this jump and taken in this jump, itself, permanently. You might decide it's a good idea to walk into oncoming traffic for fun, though, or to harass a bunch of nobles and get sentenced to execution just to piss people off.

Wealth, and the Idiots Who Covet It (+100 CP/+200 CP): You now have an arbitrarily large amount of wealth, both in physical money as well as gold and absurd bank accounts. This seems like a good thing, does it not? What could possibly go wrong when you can just buy anything you want without worrying about anyone outbidding you?

Everyone else knows you're arbitrarily rich, too. You will face the consequences of everybody wanting that kind of wealth for themselves.

Everything you say and do will be viewed critically, examined, re-examined, and then viewed in the worst possible light. Assassination attempts from the greatest assassins. Constant streams of assholes telling you what you should and shouldn't do, many of whom will go out of their way to try and force you to do what they want you to do with that money. Governments constantly trying to separate you from all your funds, harassing you over it or hyper analyzing everything you do

with it to find a way to imprison you and take the money as fines or “legal” theft such as civil forfeiture. So long as you have money, it will never be enough.

How long will you take before you’ve lost your nerve and take things into your own hands?

You can keep any amount of this money you’ve stored on properties you own, and it will be integrated into future jumps as legal tender. It might be a bit uncomfortable to cover the entire floor with cash, though… not to mention a fire hazard.

For an additional +100 CP, your body is now adorned with golden bracers and anklets welded shut so they cannot be removed. Your head is heavy with a golden circlet or crown, beautifully engraved, depicting an animal of your choice in a proud position, which cannot be taken off. Your fingers and toes have gold and jewel-encrusted rings that are too tight to remove, while your ears hold majestic earrings that are designed to permanently depict your splendor and beauty.

Of particular note, you now have a brilliant golden neck ring designed to hold your head up high. It consists of a series of gold rings welded together which extend the neck and push down the clavicle and ribs. Because of this, the muscles in your neck have atrophied and, should this ever be removed, your neck will instantly break. While this may not kill you, it will certainly be, if not detrimental to you, then extremely painful and uncomfortable until you put it back on.

You’re already used to this ornamentation and comfortable wearing it, and it doesn’t inhibit anything you do besides looking around. On the other hand, any intelligent enemy you face down will probably see it as a weak point to exploit, so you best be prepared. Gold is fragile and easily warped and conducts electricity, but replacing it with something stronger will be quite uncomfortable to become accustomed to.

Symbology (+100 CP): You no longer have the ability to use any of your perks or abilities outside of this jump without some form of written spell or runic array. You instantly know the enchantments, runes, and written spells required to activate or reapply all of your perks and use all of your abilities from before this jump, but until you figure out how to use your lightning abilities like ink, or get yourself a lot of ink and paper, you’ll be without an immediate method of using any of your powers.

After this jump finishes, you can keep a written-version of all of your perks and abilities to take into future jumps. These can be taught to others as long as they have some form of energy to empower the runic arrays and enchantments.

No Essence Run (+100 CP/+400 CP): It's not ideal, but you seem to have an unfortunate problem with personal essence that contradicts lightning. For the duration of this jump, that makes all of your lightning abilities weaker than usual, and you have absolutely zero skill as an Artificer. If you take this as an Artificer, you get +400 CP instead of +100 CP because you, quite literally, cannot improve your occupation without proper essence.

Short Circuit (+200 CP): Something within you has short-circuited your perks and powers. For the duration of this jump, you're limited to only using speed-related and electrical powers and abilities, along with the perks you took here. While this may not be too bad, it is fairly limiting to only be able to use one element. If you took Elementalist, you're limited to the electricity-versions of perks and abilities for this jump.

The Problem With Conduits (+200 CP): None of your abilities or attacks can directly damage or harm another. You can only damage or harm anything that's currently suffering from an electric shock of some form, and even then your attacks only damage your targets at a reduced amount equivalent to how strong the current running through their body or structure is. Your lightning attacks deal no damage, and all normal damage is instead converted to a damage multiplier for your other attacks as long as the lightning is channeled through the foe. If you took the Drawback Short Circuit, then I hope you have friends to help you.

You can keep this damage multiplier effect if you want, allowing you to selectively choose to convert lightning damage into a damage multiplier for other elements in future jumps.

Divine Retribution (+200 CP): I don't know why, but for some reason just about everything you do happens to piss at least *someone* off. Help out some people and you'll probably at least anger their enemies enough for them to come after you. Help the nobility and some peasants will try to poison your dinner. Perform phenomenal, good, moral actions like saving a kingdom and you'll piss off half of the neighboring kingdom. Perform evil, monstrous, vile acts and you'll find 90% of the world coming after your head. Did you use God's name in vain? Well, God themself might be coming after you in retribution. Be careful what you say and do

and you might be able to limit the damage, but honestly, it might be better to just live a generally solitary life and die in obscurity.

It Gets Worse (+200 CP): Anything you do tends to get out of hand and go off the rails very fast. This isn't necessarily a bad thing! Perhaps it's an unexpected element added into your plans, or perhaps you forgot to take into account a variable in your experiments, or people react differently to things as you intended and start a riot, or something else. And then the problem won't stop there, as it will compound more and more, like a ball of snow rolling down a mountain, until there's just no way to keep things under control no matter what you try. It will mostly compound into crazy, idiotic, psychotic situations that you never thought you'd end up in. Sometimes it'll become situations that are favorable, but completely unexpected. Often, it'll turn into something that completely erases all of your hope and faith in humanity, the gods, and the world as a whole.

For instance–you're trying to resurrect a close friend who passed away. You've gone to collect their body parts, but several of the parts turn out to have been destroyed by grave robbers. So you get alternatives. You start the resurrection process, but something goes wrong… perhaps a fly gets in the way or something, and ends up creating a new monster instead of resurrecting your friend. But the monster is friendly and treats you like a parent! So you start raising this monster, but the townspeople are terrified and start rioting, making constant attempts to kill the monster, so the monster becomes cruel and kills them (possibly on your own orders) and becomes rebellious and depressed. The entire world now knows of this and starts sending in their best military units to annihilate you and the monster, and you're now the most wanted person on the planet. But at least you have a kid!

Situations like that will be relatively common.

The Maw of Creation (+300 CP): Somehow, Cipactli has been resurrected. The Earth and Sky still exist for now despite being created from the body of Cipactli, but Cipactli is the Primordial Sea Serpent, ravenous with limitless hunger. This being begins relatively small, perhaps the size of a snake, but it will forever grow and evolve chaotically without limit so long as it eats, and it *will* eat.

You have until the end of your final year in this jump to stop Cipactli, otherwise everything on the planet and the planet itself will be devoured. Cipactli will continue growing stronger the longer the jump progresses, and its starting strength is nothing to scoff at, either. Its bite rends reality itself, devouring even the concept of what it eats before adding it to its own power. Plus, it can eat a lot at once,

considering it has mouths covering its entire body, made up from all living beings it's devoured.

You will forget the details of this drawback once the jump begins, with just the knowledge that there's something you're supposed to stop.

Creation and Destruction (+300 CP): The Coatls are a species of cycles. What they start, they also end. A creator is also the destroyer. You now embody this entirely, in its most pure form. Everything you create, everything you birth, from an idea, to a child, to a plan, to a weapon or even a god, you are now fated to destroy. Similarly, anything you destroy, whether your enemy or the TV remote when your favorite sports team loses, you will be fated to create.

A child your bear will one day die to your sword, while a weapon you construct will one day shatter in your hands, a plan will likely end up ruined by your own accident or you will find that the purpose of the plan would be truly evil and you must abandon it. A TV remote you crush will happen to be the only thing that connects to the TV and thus you rebuild it, while the enemy you destroy will have knowledge you require. Such is the nature of cycles, you will inevitably find yourself undoing what you did sometime before the end of the jump. It may take months, maybe years, perhaps even nearly the full decade, but it will happen.

If you're a Coatl and you take this, anytime you gain some kind of divine or pseudo-divine power you may also choose to take the domains of Creation and Destruction as your godly domains. Doing so will boost such godly domains beyond what they're normally capable of, including the innate ability to inevitably undo anything that has been done. You also gain Creation and Destruction as your cycle, and such a cycle is the strongest of them all.

The Absconded Architect (+300 CP): The Grand Architect of Reality has disappeared and there are no clues as to where they have disappeared to. The universe is slowly falling apart, though thankfully it won't completely fall apart until your jump ends, even if you've extended this jump somehow. What you do have to worry about, though, is all of the Grand Architect's servitors have gone crazy and are either trying to kill each other or trying to kill humanity. Beings of divine might wreaking havoc on the universe is probably not a good thing, especially when reality is already starting to fall apart as the Grand Design unravels. They aren't targeting you specifically, but a cosmic war is likely to catch you in the crossfire.

An Idea, Entropy (+300 CP): There is something in the air. People are learning dangerous knowledge, the knowledge of Entropy on a level beyond what mortals can comprehend. The idea is spreading across the world and further. This is a toxic thought, something that yearns for the end of times. The more people learn of this thought, this concept of the truth of Entropy, the more they fall under its influence until they are actively working for such a concept.

This concept of Entropy is a living thought, a Thoughtform. The more it spreads, memetically, the closer the world comes to its true end. This won't happen over the course of your time here, no matter how long you're in this jump, but be careful not to learn the knowledge yourself. Should you learn too much of the truth of Entropy, the truth that's spreading across the planet rapidly from this living thought, you will come under its thrall and become Entropy itself. Your chain will end, and Entropy will continue your chain in your stead. Killing those who hold the knowledge of Entropy will delay its spread, but a living thought cannot be killed entirely. You can always learn some of its secrets to further your own knowledge, but be wary of ever continuing such a thought.

You can choose to take Entropy as a companion should you finish your time here without succumbing. It will be generally favorable to you, you can learn its secrets without danger, and it will assist you in your endeavors. Be warned, though, for it will always continually seek its purpose—to put an end to everything. It will be more choosey with its targets so as not to upset you too much, but nature is rarely changed.

Notes:

Actually Skilled: Yes, this is for all the people who take Skilled from the Eberron jump and use it as a Meta perk despite not being intended that way. Now you won't get yelled at by dozens of people in the comment sections telling you not to do that!

Bounty Perks: These are meant to diversify builds. The reason they're +150 CP instead of a nice, flat number, is to force you to have an awkward amount of CP left over, making you spend more of your normal starting CP on lower-cost perks instead of capstone perks if you want to finish the jumpdoc with 0 CP. A lot of people heavily prioritize capstone perks, so I wanted to create a trap for those people so they take lower, but oftentimes more interesting, perks. That's also why there isn't a Bounty specifically for 600 CP capstone perks.

Elementalist Elements: The reason Fire is part of the elements an Elementalist can manipulate is because the original concept for the Elements series was going to be Fire, Ice, and Lightning. Looking at Pagan mythology, Ice, Lightning, Fire, and Spirit are all part of the group of elements so I'm going with that (even though Water, Air, and Earth are also part of them… creative liberties and all that). In the future, the Wood and Metal element manipulation documents will have the Elementalist controlling Wood, Metal, Fire, Water, and Earth elements.

On the Quality of Writing: Apparently when I write these things on my phone my brain just fries and I get like 3 sentences out. Then I sit on my computer and everything just writes itself. Sorry for any discrepancies in quality, I promise I'm not crazy.