

The Fountain CYOA

Jumpchain Compliant
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v1.1

It is the year of our lord Fifteen Hundred

The age of exploration is upon us, and the New World and all its mysteries lie ahead. Fortune, Glory, Immortality await those who have the strength to obtain it.

But it is also the 2000th year of the Common Era

The Modern Age, just on the cusp of greatness, the world in all its technological wonder awaits brilliant minds willing to work for what they want and dedicated enough to change the future.

And yet, it is also the year 2500

Mankind has achieved immortality, freedom from all disease, and mastered reactionless interstellar travel. You have just jumped into all three of these time periods, as three different versions of yourself.

In the past, you are a simple human, lacking any of the powers you might have gained as a Jumper, living the last three years of your life and then dying somehow, only that your spirit can be reborn and live out a new incarnation in the year 2000... which will also be who you are in the year 2500. In each period, you will live out 1/3rd of your 10 year span... but you will experience all three periods not in sequence but overlapping, intertwined, the past affecting the future... but the future sending echoes back into the past.

As always... you have **1000 CP** to spend. Good luck traveler.



*****[THE NATURE OF SELF]*****

You may change your Gender once during this Jump for free, either in the Past or the Present.

Roll 2+1d8x8 to determine your age in both Past and Present.

Add 500 years to that in the Future.

This jump takes place in three different Eras, in each of which you will be a different individual.

Select one Nature from each Era, or select one from the past and Drop-In to the present and future as your human self for 50CP.

NATURES OF THE PAST

In this era, you are a simple human, without any of the specialized knowledge of other times or worlds, nor any of your powers. You will die within 3 years and 4 months but it will not end your chain. You may use one of the powers gained from this jump, which has been granted to you by your future self. You have access to your Past Essenses.

Savage: You know nothing of the larger world outside of your own village and nothing of science, philosophy, or anything other than faith and hard work.

Farmer: Your life is one of labor, cultivation of growing things, of existing within a framework old as time itself.

Explorer: The horizon beckons to you, summoning you ever onward. You are a warrior, a traveler, a visionary.

Priest: Your entire life has been one of service to a higher purpose, a life of sacrifice and self-denial. Your Faith is everything to you.

Noble: Luxury, Power, Intrigue. These things are everything to you, your reason for being, as decreed by almighty god.



NATURES OF THE PRESENT

In this era, you have been reborn from who you once were and may use all abilities and skills you brought with you into this jump. You have only limited awareness of your past self, though images, motifs, and experiences from back then will appear in both subtle and not so subtle ways in your modern life. If you die in this time, you have failed this Jump. Additionally, you may use two powers gained from this jump that have been granted to you by your future self, as well as your Present Essences and one Past Essence.

Drop-In: You are yourself. No other term defines you. You have no memories added to yourself in this time, and your Future Self is simply more of the same. The Drop-In does not gain the five centuries of memories that would lie between Present and Future and cannot take 500 Years of Practice.

No One Really: You are a bit player in the fabric of time, someone who works in the background while great things pass you by.

Seeker of Wonder: You live in the moment, embracing life as it comes, seeking joy and happiness wherever you can find it. Life exists only to be experienced.

Inventor: You live only for the future, for what might someday be. It consumes your waking moments and distracts you from the now.

Focused on the Now: There is no past, no future. Only the now exists. And now there are things that must be done, unpleasant perhaps, but someone must keep the wheel turning.



NATURES OF THE FUTURE

In this era, thanks to five hundred years of mental and physical study and training, you have gained access to the full array of powers and abilities, as well as gear, that can be found in this time.

Voyager: You have all the time in the universe and so you must go where you can, no matter how long the voyage, for life exists in the journey.

Historian: There was a time when man did not live forever. That past must not be forgotten.

Story Teller: Every life is a story, every story has a lesson. It is your purpose to tell those stories and thereby shape the future.

Witness: Events have meaning only in the experiencing of them. Someone must bear witness to those events, and thus give the universe meaning. Or what else is man for?



SPECIAL NATURE

Strange Visitor: You are beyond explanation, a being divorced from the flow of history. The Strange Visitor exists in all three time periods at the same time and has no memories of this world, nor any identity in it. This is effectively a Drop-In option and fills all three Nature Slots. Requires taking the Hollow Eyes Drawback.

****[ESSENCES OF IDENTITY]****

*Each of your various natures grants you two free Essences.
Strange Visitor gets its own Essences and any two others free.*

Savage Rejection [200] (Free Savage): As a Savage, you are highly resistant to the unknown, allowing you to reject anything you don't understand without thinking about it. Any concept or thought you are exposed to that you cannot understand simply bounces off your fierce refusal to even consider it.

Savage Industry [200] (Free Savage): The more passion you feel, the harder you are able to work yourself, substituting raw emotion for endurance. As long as you have both to burn, you can be as much as twice as productive, but once your stamina is exhausted, your emotions can carry you on for a while, until they too burn out.

Farmer's Wisdom [200] (Free Farmer): The wisdom of the earth is old and abiding. It does not change simply because times have changed. You are always aware of your limits and when you are pushing them. This does not limit you, for you are always aware that limits can be overcome with enough effort. Since effort comes with risks, you are aware of those as well.

Farmer's Patience [200] (Free Farmer): To each thing there is a season, a time and a place. Your patience is indefatigable, since you know that each thing will happen in its own time.

Explorer's Vision [200] (Free Explorer): All your senses are strengthened to the limits of what is possible for a human and your powers of observation grow to near legendary levels.

Explorer's Path [200] (Free Explorer): You are never fatigued by travel itself. Exploration itself fuels your every step. You never experience anything like jet-lag and the discomforts of travel simply don't bother you, be it teleportation sickness or saddle-sores or even Montezuma's revenge.

Priest's Faith [200] (Free Priest): Your faith allows you to ignore any amount of personal suffering as long as you believe it is in a good cause. Pain, hunger, physical weakness... all are as dust before the gale of your personal faith.

Priest's Purpose [200] (Free Priest): You never feel pointless or at a loss for something to do. Your sense of self and purpose is unassailable. You know at all times who you are and what you are doing and, more importantly, why.

Noble Thought [200] (Free Noble): A noble is a creature of excess, and excess has a way of blinding one to reality. Well, not you. No matter how much you have, you will never forget the value of things, the realities of the lives of people who aren't you, and truth that the world does not, in fact, revolve around you. You will not forget to treat people with the respect due them, nor will you disregard their suffering simply because it doesn't affect you.

Noble Deed [200] (Free Noble): Things you do echo further, have greater impact, are remembered longer. History books never leave you out and, when you visit places you once tread, you will find relics and signs of your passage no matter how much time has passed. You will not be forgotten. But you might not be remembered fondly.

Drop Everything [200] (Free Drop-In): As a person unfixed to the world, it can sometimes be hard to make an impression on others. Well, this perk solves that problem. Now, people will be much more likely to pay attention to you when you want them to, to judge things you deem important to be important, and to put your priorities at least on par with their own.

Drop-Out [200] (Free Drop-In): As a being of limited connection to this world, people will not really notice when you exit their lives. They will not mourn your passing, nor will they worry where you have disappeared to or what you are up to. If you do turn up again, they will not complain that you were gone for decades or abandoned them, but merely accept you back into their lives as if nothing has happened.

The Man Behind the Curtain [200] (Free No One Really): You find that, when you are unobserved, you are both more productive and more effective in what you do. How much more effective? All your efforts are at least twice as effective when no one is watching you and if no one is aware of your involvement in something then your actions might be as much as three times more effective than they otherwise would be. To be clear, this only applies to observation you are aware of.

All Access Pass [200] (Free No One Really): As one of the people who makes things happen, people generally assume you are someone who belongs where you are. As long as you take no overt action to dispel this illusion, people will simply assume you have the right to be wherever you are, be that back-stage or in a high security area. Failure to wear the right badges or uniforms does not count as overt action.

Finder [200] (Free Seeker of Wonder): You are exceptionally good at finding things you will find enjoyable, be that entertainment, events, or experiences. You will find invites and tickets easier to get, that sold out items and events actually have one last copy or spot available, and that lines are virtually non-existent for you. Your name will almost always be on the list (unless there is a good reason it shouldn't be) and the people you meet are far more likely to be interesting to you and vice versa.

Life is in the Living [200] (Free Seeker of Wonder): You find extreme joy in each new experience... and new energy. As long as you are entertained, you will find that you never grow tired. Not physically and not of things you enjoy. Not only that, but people around you are seldom bored, for your enjoyment is contagious.

Inventor's Vision [200] (Free Inventor): When you look upon a problem or issue that you understand even a bit, you instantly get a sense for how you might solve that problem, upgrade that item, or improve that situation. The longer you study some situation or item, the greater the insight will be and the more far reaching the solution. You might look at the state of education in your society and within a week have a dozen workable plans for small ways to improve the situation, and within a year of study have a comprehensive and feasible plan for a complete overhaul of the system. While not guaranteed that all your ideas will be good ones, improvement becomes far more likely with time and effort. Unforeseen side effects might still crop up though.

Inventor's Intent [200] (Free Inventor): One of the worst things an inventor can experience is discovering that someone has used their invention in a way they would not approve of... or even worse, that their invention has some horrible side-effect. Now this is much less likely to happen to you. Processes, techniques, and tools invented by you are much harder to abuse in ways you would not approve of, and you're much better at foreseeing potential problems ahead of time and figuring out ways to head them off or, at least, lessen the fallout that will result from them.

In The Moment [200] (Free Focused on the Now): You are utterly immune to boredom, able to find enjoyment in life, no matter how prosaic others might find your current situation. Any team you lead or are part of will find that the harder they work, the more they enjoy themselves.

Squickless [200] (Free Focused on the Now): No matter how unpleasant the task might be to others, to you it is merely something that must be done. You will never feel any negative emotions from doing what must, in your opinion, be done. Those you lead will find that the same applies to them, though they will use your opinion rather than theirs unless exceptionally strong-willed and independent-thinking.

Time and Tide Wait For Thee [200] (Free Voyager): Somehow, as long as you are trying to arrive on time at your destination, and you have roughly the right amount of time needed to get there, you will always arrive almost exactly on time... even if you actually need to arrive a little earlier, say to set up equipment, you will arrive with enough time to do so. Ships and trains will wait a few minutes to depart if you need them to, shows start a little later if you desire it... and yet the arrival at the far end will still be right on time, and the show will get out when it should have... somehow. You will never be delayed by weather or traffic or any other routine travel hazard... unless the result would be interesting to you.

You Know the Way [200] (Free Voyager): Once you have been someplace, you will always know how to get back there. Always. No matter how you got there in the first place, you will always have a reasonably feasible method of getting back there. It might not be an easy method, but it will be an achievable one.

Perfect Recall [200] (Free Historian): You can remember and recall in absolute fidelity everything you have ever heard, seen, or experienced. This includes any movements or sounds you are physically capable of reproducing. While they might not have the same power as the original, you could perfectly repeat an incantation spoken in a language you'd never heard before or a mathematical equation flawlessly.

Unbiased Perception [200] (Free Historian): Your personal biases never flavor the information your senses provide. You will never see what you expect to see, but what is there before you. Sounds you hear will be the sound as it was actually heard and not as your fallible mind interpreted them as.

Words Shape The Future [200] (Free Story Teller): You are an incredible storyteller. You never forget a story and every time you tell one, the story grows and changes in new and interesting ways. If it is a true story, then the details become richer; if an allegory, the lesson becomes stronger; and if a tall tale, the events more entertaining. Those who hear your stories internalize them better than they otherwise would and will find that they never really forget them either, finding it especially easy to recall them to tell to others or when the lesson of the story would be particularly apt. When both are true, they will find that their own words carry a part of your power and presence with them. With only minimal effort on your part, you could spin a tale that will be told and retold for ten thousand years.

Your Turn To Listen [200] (Free Story Teller): People are almost eager to tell you their stories, be those stories of their people, of their family, of their past. When you truly listen to the tales of others, those stories seem to come to life inside your mind, and the teller of those tales always remembers the story better, with details they would not otherwise have remembered... or even known. A man might begin telling you of the story of his father's business and end up telling you the history of his people for the last hundred generations, bringing up names and events that he had no way of knowing. The more you listen, the more you will learn and the more they will recall. You find it extremely easy to listen to others speak without becoming bored.

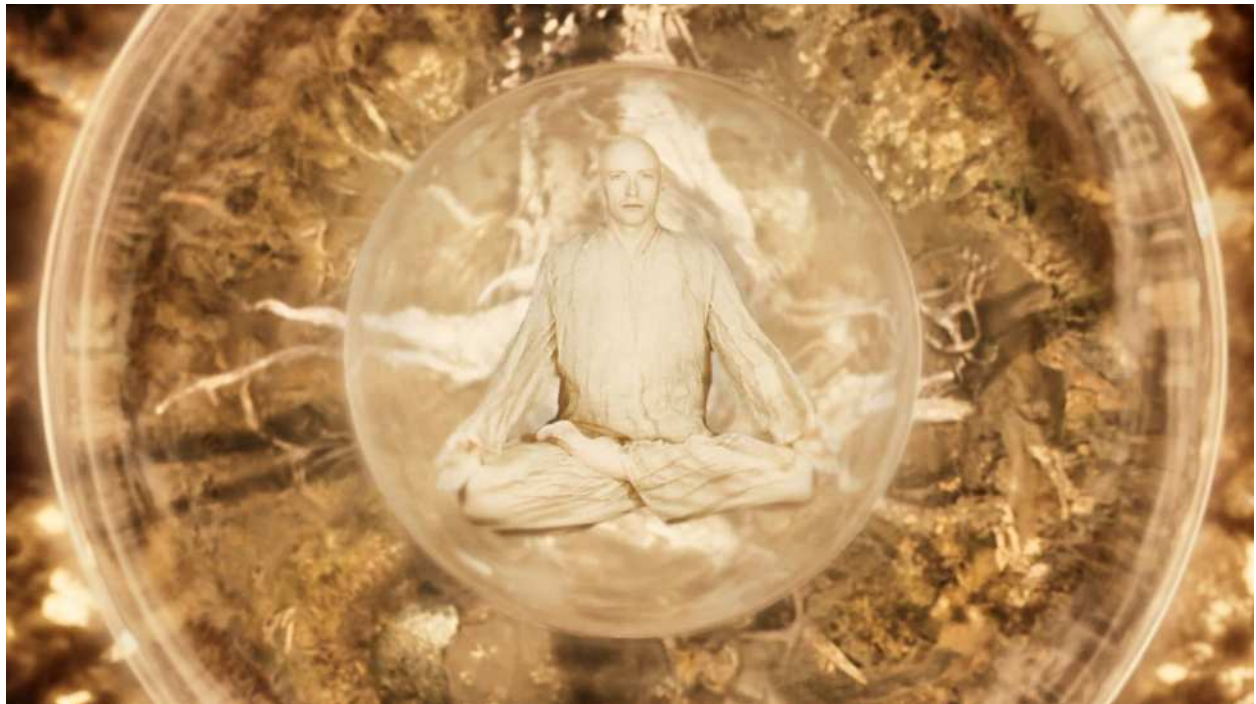
Improved POV [200] (Free Witness): Somehow, wherever you go, you always seem to be in five closely related locations at the same time. Well, that's not quite right. Let me try again. When you are anywhere, four versions of you that aren't quite really there, but could be there if you weren't there... are there. Does that make any sense? Probably not. But what it boils down to is that for every event you experience, you have not one but five points of view on the event. Maybe one of you was right in the middle of a bar-fight, while another you was in the corner watching, and a third was working a pick-up shift behind the bar, and a fourth was an EMT who responded to the event and the fifth was a bum on the sidewalk outside listening. Only the primary you is the one who was really in the moment, but you can freely remember what all the four... let's call them shadows... would have seen and experienced from their own unique POVs. You can't really choose what they were doing, as they are more like echoes of potential

you's, but their experiences will be close enough to what you'd have experienced to be easily internalized and all the details will be as true as anything you actually experienced.

Bystander [200] (Free Witness): When you don't want to be involved in the events unfolding around you, be that a war, a fight, or a natural disaster, you may remove yourself from the flow of events almost entirely. As long as no individual or entity involved wants to target you specifically, you may become an all but intangible, unperceivable, untargetable observer. Even area effect things like, say, atomic bomb blasts, will pass harmlessly through you, though you might want to get out of there before the radiation gets to you.

Observed Observer [200] (Free Strange Visitor): You always know when you're being observed, the general nature of those observing you, and their intentions towards you.

How Strange [200] (Free Strange Visitor): You are highly resistant to changes in the space-time continuum, and know instantly when someone is trying to manipulate the fabric of reality in such a way that it would impact you, even if they are not specifically targeting you. Temporal manipulation, conceptual manipulation, or even flat out retcons of reality tend to have an incredibly hard time sticking to you and if you can at all adjust to the new reality, you'll find a way to stick around.



*****[ENLIGHTENMENTS]*****

You may pick one Enlightenment of each Tier (100, 200, 400, 600) to be discounted.

A discounted 100 becomes free.

CONSCIOUSNESS

Perfect Time [100]: You gain a perfect awareness of time, able to count seconds as they pass and, with practice, judge exactly how long it will take to do any given task. You can also use this sense with memories if you have a perfect memory.

Sense of the Now [200]: You gain an awareness of all that is happening around you, from the scurrying of the smallest ant to the movements of individual droplets of water. If you concentrate, you can extend your senses to any point within a dozen meters of yourself, down to individual grains of sand. If you don't focus, you are generally aware of any significant motion, sound, or smell within that area. If you do concentrate, you can taste a cake from across the room or read over the shoulder of someone facing towards you.

Sense of the Soon [400]: You have gained the ability to peer into the very near future, able to perceive the outcome of events within the next ten seconds. While this does require some concentration, making it somewhat risky to use in a fight, you can glimpse events with, perhaps, enough time to change them. Truly chaotic situations, like mass battle, may baffle this sense until you get used to the chaos.

Sense of the Then [600]: You have gained the ability to gain a sense of the history of a place or object. The more you concentrate on an object (you need not be in direct contact, but it helps) or upon an area you are within, the more detailed the information you will gain. Both mundane and magical items can be so scanned, but magical items often cause strain in proportion to their power and history. Also, it is quite possible to get more information than can be safely handled if the object has a particularly intense history, such as one might expect from a legendary weapon used over and over by a succession of angry individuals or a place where a large number of innocent people were slaughtered.

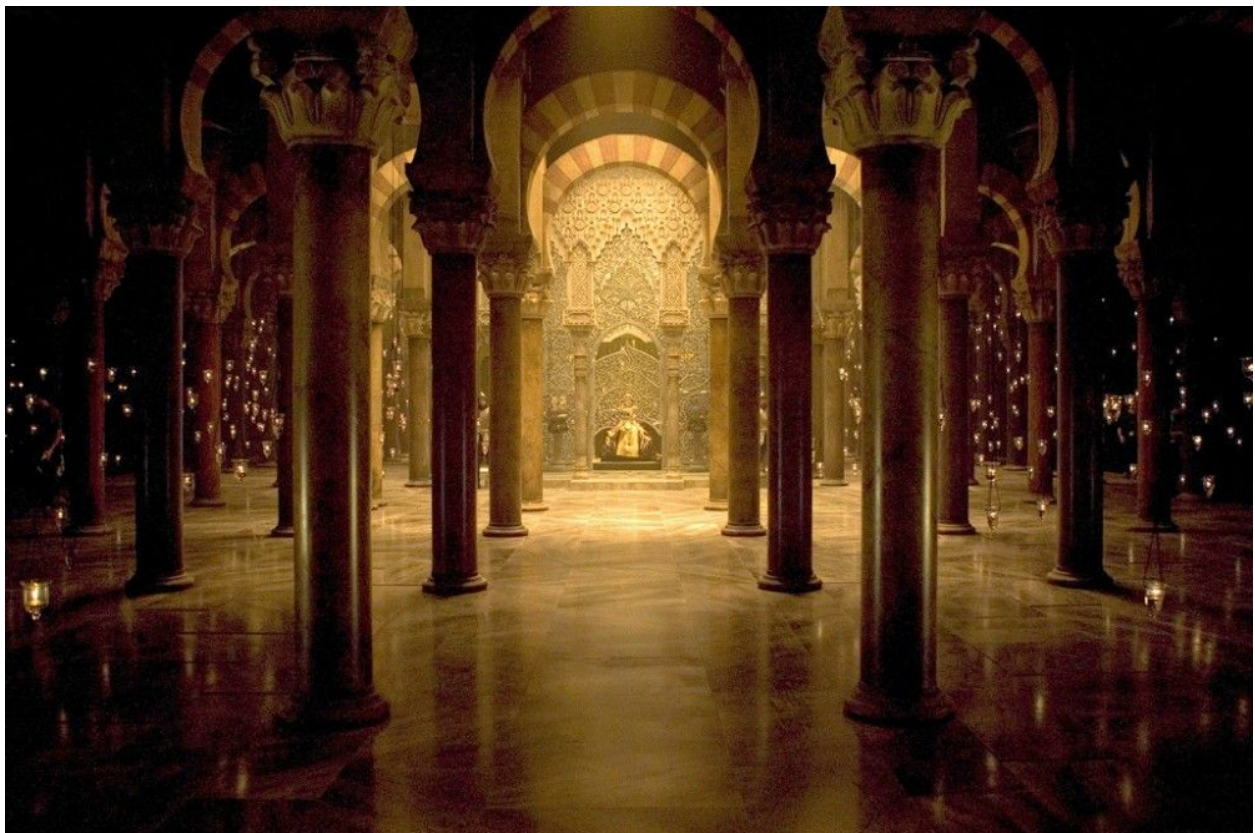
TEMPORALITY

Stolen Moments [100]: By distracting someone who is not already in an alert state, somehow you can trick them into losing track of time for anywhere from a few seconds to a couple of minutes. If your target is already impaired, the effect of this can be as long as a few hours. The target of this effect will simply snap out of their fugue state hours later, unaware of the passage of time.

Time Apart [200]: Once every week you may step out of time for up to 10 minutes. While there you can interact only with what you carried with you, and you must return to the flow of time exactly where you left it, in both space and time. You need not be in exactly the same position. If you don't use the time, it stockpiles indefinitely and the smallest increment you can use is 10 seconds at a time.

Time Out of Mind [400]: You may send a thought or question to your past self in the hopes that, by the time they become you again, they will have come up with an answer. Your past self will be utterly unaware that this question or thought comes from the future, nor will they possess any of the memories you have gained since you were them. You can try to aim for a certain point in your life, but it could be off by entire years or even decades if you are aiming back far enough. You will know instantly if they did as you suggested or came up with an answer. You have to be able to articulate the thought or question in a single image or one thousand words.

Borrowed Seconds [600]: Every year you gain thirteen seconds to spend as you wish. You may store up to 28 days. They can be used to give you extra time to do something or to extend a time limited ability. If used to add time to the duration of something, no one will notice anything odd, but they might remark that something seems to be taking longer than usual. No measurement will show anything out of the ordinary.



SPIRITUALITY

All Together Now [100]: You have grown tired of casting off the memories and emotions each Jump layers over your basic identity. You may now choose to absorb the personality of any self you gain or have ever been into a gestalten whole. While this may dilute your basic youthfulness, it also makes it much harder for anyone but you to make sense of your memories or to use any specific traumatic experience against you. Although there is now more of you, your essential sense of self only grows stronger the more times you do this, as all these facets of yourself serve to reinforce your fundamental identity, and you realize that the more you appear to change, the more you explore the limits of who you are. In layman's terms, each apparent change is more akin to uncovering further digits of pi. Pi itself never changes even as it grows more complex.

500 Years of Practice [200] (Unavailable for Drop-In): You have spent five centuries mastering (and beyond mastering) any singular skill or artform. Sure, you might be a bit obsessed with that subject, but that obsession will fade as the jump comes to an end. Your compulsive delving into the limits of this singular area of study has granted you insights that no other living being has ever reached, allowing you to casually compose masterpieces which can profoundly move those who witness them, or create stunning refinements undreamt of by mere masters. A painter could trace a perfect circle in black on a white background and viewers would stare for hours. A dancer could reduce the audience to tears simply by standing still. A sculptor could carve hard stone until it was all but impossible to tell the sculpture from a living being. A poet's words could touch the hardest heart or sway public opinion like a gale-force wind.

The Departed Speak [400]: You may converse with the recently dead. As long as a person has been dead no more than a lunar month, you may speak to them as if they were still alive. This includes non-sentient undead. The better you knew someone, the longer you may call up their shade, potentially even to centuries later for beloved friends or family. They will know all they knew in life and be fully aware that they are dead.

Soothing Presence [400]: You have achieved inner calm and can project it at others as long as you are not currently experiencing any strong emotion yourself. Merely being in someone's presence is enough to calm them dramatically, but physical contact, oratory or song, or simply allowing them to see you can all boost the effect by orders of magnitude. This can soothe mental, emotional, or spiritual suffering, or simply induce a sense of lassitude over the target or targets. This can work on any number of people as long as you can reach them with your presence.

Absolution [600]: If you can convince someone to willingly pour out their deepest fears, regrets, or sins to you, you can grant them true absolution, allowing them to forgive themselves and move on. This does absolutely nothing for you as it does not work if you make it conditional.

Their repentance must be genuine for this to work and they cannot desire gaining absolution for any immoral or unethical purpose.

PHYSICALITY

Composure [100]: Thanks to centuries of practice, you have mastered the forms of meditation, tai-chi, and yoga. Any position you can assume can be tolerated without cramping or fighting.

Subsistence [200]: By adhering to an ascetic lifestyle for centuries, you have gained the ability to be sustained by the smallest possible amount of food and water. A handful of grain and a cup of water alone could sustain you for days.

Perfect Health [Free in the Future, 400 to Keep]: Thanks to the wonders of modern medicine, you have gained perfect health, immunity to all diseases, the ability to heal from any non-lethal wound, and to live, essentially, forever.

Energy State [600]: Once per jump you may become pure energy and reincarnate yourself at will. Doing so requires you to be calm, centered, and able to enter a meditative state during which time you are completely helpless. Once this ability is activated you transform into pure spiritual energy and may remain in that state, unable to interact with the physical world as long as your spiritual endurance holds out, though in that form you are vulnerable to all manner of spiritual attacks and cannot use most of your non-spiritual abilities (including most psionics as they require a physical brain. Or you may choose to take on a new physical form that is of the same basic type (Race, Origin, Profession) as your previous form, but whose name, setting memories / overlay persona, and physical appearances are different. Your essential core personality remains untouched.

*******[THE TRAPPINGS OF MORTALITY]*******

You may select one trapping priced 100CP and obtain it for free.

You may also apply a discount to any two different trappings of your choice.

Everyone gains 200 CP as a stipend for Items or Companion Imports.

The Baggage of the Past [Free or 50]: In the past, you may have all the luxuries and goods your position in life would come with. Of course, none of this persists until the modern age, unless you pay for it.

The Chains of the Present [Free or 50]: In the present you may have the whole package of material goods common to the beginning of the 20th century. A House or Apartment, a Car, a reasonable wardrobe. Of course, none of this persists into the Future, unless you pay to keep it.

A Fountain Pen [100]: It is mightier than a sword, but only as strong as the heart of the wielder. Also, it never runs out of ink and words you pen with it never fade. No matter how bad your handwriting normally is, this pen makes it gorgeous calligraphy.

Golden Band [100]: A deeply personal memento, it allows you to store a fragment of the soul of a willing person to keep with you always.

Immortal Monkey [100]: You have one obtained one of the original immortality test subject monkeys. It's immortal. It's a monkey.

Meditation Garden [100]: The Body. The Mind. The Soul. A perfect trinity, working in harmony to reflect the Self. But when one of these is disrupted, balance can be at risk. Balance must be maintained. Upon purchase, your Warehouse gains a small Meditation Garden attachment, that while it cannot be used for storage, it will always fit whatever form you are wearing. Its aesthetics will always change to represent what you interpret as an environment of perfect serenity and 'oneness', and a significant time meditating in this space will help you reach an intrinsic understanding of the self and how your experiences can define you. The past cannot always be changed, but the present can forever be gleaned on... so that the future is always one of your design. You can, if you like, plant a few small plants in your Garden as well. Any plant inside the garden will always be in the full flush of life.

Bark of the Tree of Life [200]: You gain a pouch containing nine slivers of the bark of the Tree of Life. They replenish once a day and each can sustain life for any being for a single day, no matter that being's current medical condition or dietary requirements.

Seed of the Tree of Life [200]: A biological agent that contains the cure for cancer and all human illnesses as well as the secret of human immortality. It can also be used to generate a bioweapon capable of turning all humans exposed to it into plantlife. The seed is too dry to flourish into a fully viable tree of life, but if you don't use it for either scientific purpose, you can grow it into a stunted Tree of Life (this takes a century) that will produce a new seed every ten years. These seeds can only grow into stunted Trees of Life, but if combined with the blood of a given species, they can be used to generate either cures & immortality serum for that race or a custom bioweapon that can destroy that race.



Biosphere [100 or 400]: The body is but a vessel of the mind, with one changing as the other does, constantly learning from what it experiences and accomplishes. It is only natural then, that the experiences of those around the body will likewise help shape it. To gain the perspective and change you desire, your environment must reflect that. For this meager price, your Warehouse has gained the properties of a Biosphere; self-contained, but controlled. The walls and ceiling can be made 'open', to make it appear as though you were in the middle of an open field in the summer, or a cliffside as the night sky illuminated the plains. While you cannot store anything outside of the Warehouse boundaries, and you will always be aware of these boundaries... the weather and the environment around you shall be in your control, with even simulacrums of wildlife that may fly around. Perhaps by expressing your mind in here, you can begin to understand it. The higher price unlocks the Biosphere Supplement and grants you 800 BP to spend there instead of the default 600.

Bioship [400]: This is a living, breathing self contained world, capable of travelling between worlds. By use of sufficiently advanced technology, its reactionless drive can propel it through the interstellar void without internal effect, either inertial or temporal. The Bioship is initially just large enough for 10 or so passengers. It can only be used in the Future during this Jump. The Bioship can also generate Biopods, single person transports just big enough for one person. They are capable of entering into nearly any environment without trouble, from the vacuum of space to the depths of the ocean, but aside from radiation shielding they have no defenses and no weaponry. The Bioship can move up to 5 times the speed of light, fast enough to make the trip to Alpha Centauri in 4 years, give or take. It is highly maneuverable, since it has no inertia, but mounts no weaponry and relies entirely on its shields to defend it. If the shields go down, it's a lump of biomass floating in space. The Bioship's size or speed can be doubled for 50 CP each, and each can be purchased as many times as you like.

Tattoos of Memory [300]: By tattooing an intensely personal emotion into your skin, you can summon a living image of the person linked to that emotion. This is a sending of that person,

and not the reality, but they are, for a time, manifest and real. This manifestation is limited to human power level and will not behave out of character for that individual.

Book of What Was [600]: You gain a journal that records the events of your life. Once per jump you may use this book to change what happened in some small way, as long as you do not invalidate anything that came after.

Dagger of the Path [600]: This simple stone knife can cut any flesh, no matter how tough it should be, but is, ultimately, just a stone dagger. Exceptionally thick flesh might be nearly impossible to penetrate with a mere dagger and other defenses, such as armor or shields will still stop it. It can cause wounds that transcend time, damaging an entity all along its timeline. It can damage a tree of life, allowing extraction of the sap within.

Tree of Life Sapling [800]: You have managed to obtain a fully viable, albeit fairly young Tree of Life. It produces both bark and, once a decade, six fully viable fruits that will (if left on the tree) mature to seeds. Each takes a hundred years to become a sapling, and a thousand years to reach full maturity. The sap is incredibly deadly, so it's a good thing the flesh of the tree is all but impenetrable to anything short of divine weapons. If you purchased the Meditation Garden, the Sapling will initially be planted there. If you did not, it will be planted in a small reflecting pool attached to your Warehouse. Those who eat the fruit of the tree of life can live forever in the prime of life and free of all disease, gaining the effects of the Perfect Health Perk above.



COMPANIONS

Many Individual Paths [200]: Although the Fountain is a story of individual enlightenment, the world it takes place in is as vast as one might expect of a story spread over a thousand years of human civilization. As such, there is room enough for as many companions as you might want to import. You may also create up to 8 companions to your own specifications. Each companion you import or create will have their own experiences and natures, and each gains 600 CP to spend only on Essences and Enlightenments. Companions specifically cannot buy the Tree of Life Sapling / Seed, the Knife of the Path, or the Biosphere even if you find a way to allow them to buy items. Companions can take up to 200 CP worth of personal roadblocks.

*******[ROADBLOCKS]*******

You may select up to 600 CP of these, or Naught But a Man and one other.

Another Fountain [+0]: The Fountain is set in our world, but its message is universal. It could take place in any other world that has a thousand years to spare. You may combine this jump with any other jump, keeping the CP for each separate. The Present is defined as the present for that setting. Alternatively, you could use three jumps in the same setting as long as they cover roughly a thousand years between them (including the gaps between them) or even three different jumps that could be all in the same setting (Mount & Blade to John Wick to Babylon 5 for Example)

Discordant Incarnations [+100]: Your past self is radically different from your present and future selves. Different culture, different sexuality, different gender, different faith. Something that provides you with extreme emotional distress.

High Pressure [+100 or +200]: You now spend 10 years in the Past, Present, and Future instead of 10 years total. Or, for the higher value, you now spend an unknown amount of time in the past (between 3 and 30 years) before dying, and must actually remain in this jump for the entire 500 year period that encompasses the Present and Future.

Shameful Past [+100]: Your past incarnation has done something your present / future self is ashamed of, horrified of, or terrified of.

Overweening Pride [+100]: You are a monster of pride. All things should be yours, fame, riches, power. A voice within you tells you this should be so, even when material goods no longer have meaning and power over others has become a dream.

Unquenchable Anger [+200]: Anger consumes all three of your incarnations, all from different causes, but you view everything through a lens of hatred, rage, and discontent.

They Do Not Understand [+200]: You have been blessed with rare insight into the human condition, but the philistines refuse to listen. Try as you like, you find yourself hard pressed to convince significant group of people to listen to you in this jump.

Hollow Eyes [+200] (Mandatory for Strange Visitor): Whatever you are, you are not human. Not any more. Although you may look and act like a human on the surface, anyone who looks into your eyes will instantly be able to tell that you are something other, something unknowable, something anathema to life as they know it. Meeting your own gaze in a reflection will cause you extreme psychological damage and existential dread.

Don't Bother [+200]: Being motivated is hard. Especially with all these immortals around. Why can't we just... like... throw a kegger and relax for a few centuries, man? Eternity's too short, right?

Grief Stricken [+300]: Some terrible tragedy consumes your future self, something that you've lived with for 500 years, unable to forgive yourself, unable to move on, unable to stop reliving it again and again inside your mind.

Unhealable Wound [+300]: Your past self suffered a wound that persists across lifetimes, disabling you somehow even a thousand years later.

Unending Age [+300]: While the rest of humanity has stopped aging, you have aged throughout the centuries, getting older and older, but still undying and in largely functional condition.

Naught But A Man [+600]: You bring with you no supernatural abilities, no companions, nothing from the warehouse. You enter this world naked and alone.



*****[A BEGINNING]*****

At the end of this jump, you will be offered a choice. Three Paths unfold before you. The first leads back to where you came from, a return to the world you originally called home, **A New Life from the Old**. Should you take this path, you may return to your old life, or, if you wish, begin it again from the beginning. Either way, you will find all that you have gathered on your adventures waiting for you when you go looking for it. The second path promises eternity, as **There are No Endings**. You may remain here, timeless, living every moment until the rebirth of the Universe, adding yourself to its infinite wonder.

The third path is **The Road to Awe**. It leads down into the undiscovered country of death... and beyond. Are you brave enough to walk this path? Should you do so, you will have embraced the possibility of death, experienced its wonders and terrors, and, by dying, you will have achieved perfect acceptance and dissolved your consciousness into the void... at least for a few minutes. But now you're back, from outer space. You may now be reborn, in your next jump. Additionally, you gain the power to, once at the beginning of a jump or decade, change your outward age to anything possible for your species in that jump.

Those unwilling or unable to bring themselves to cross that threshold may skirt the edge of that unknowable abyss and take **The Detour Around Awe**. You will have lived three lives at once, experienced much, but facing the final blackness will have proven too much for you, even if you were certain you could survive it. Or maybe you tried but failed to find your center. Either way, the cycle of eternity welcomes you. Maybe next time. Onward to the next jump with you.

Changelog

v.1.0

Redid the formatting, made a minor tweak to the Tree of Life Sapling to clarify where it is in your Warehouse.

V.1.1

A huge number of changes. Many Enlightenments were tweaked, some items. Companion import added, Essences added to make the various Natures differentiated. Added some pretty pictures! Added Farmer, Drop-In, and Strange Visitor Natures. Changed Another Fountain to allow triple jumping.