The Fountain Jump

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v1.0

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]*****

Roll 2+1d8x8 to determine your age. You may change your Gender once during this Jump for free, either in the Past or the Present.
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.

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. You may use one of the powers gained this jump, which has been granted to you by your future self.

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.

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.

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 this jump that have been granted to you by your future self.

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

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.

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?

*****[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 smallest ant to the movements of individual droplets of water. If you concentrate, you can extend your senses to any point within 5 meters of yourself, down to individual grains of sand. If you don't, are generally aware of any significant motion, sound, or smell within that area. Yes, if you 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 concentration, making it almost useless in a fight, you can glimpse events with, perhaps, enough time to change them. Truly chaotic situations, like mass battle, may baffle this sense.

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 of 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, someone 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.

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.

Time Out of Mind [400]: You may send a thought or question to your past self in the hopes that they will be able to answer it before they become you. They gain no awareness that this question or thought comes from the future, nor any of the memories you have gained since you were then. 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. 140 character limit

Borrowed Seconds [600]: Every year you gain twelve seconds to spend as you wish. You may store up to 20 minutes. They can be used to give you extra time to do something or to extend a time limited ability.

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 youness, it also makes it much harder for anyone to make sense of your memories or to use any specific traumatic experience against you.

500 Years of Practice [200]: You have spent 500 years mastering and beyond mastering any singular skill or artform. Sure you are absolutely obsessed with it, but that will fade as the jump comes to an end.

The Departed Speak [400]: You may converse with the recently dead. As long as a person has been dead no more than a week, you may speak to them as if they were still alive. This includes non-sentient undead.

Soothing Presence [400]: You have achieved inner calm and can project it as long as you are not currently experiencing any strong emotion yourself. Merely being in someone's presence is enough, but physical contact, oratory or song, or just allowing them to see you can all boost the effect.

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 [600]: 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.

The Baggage of the Past [Free]: 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 [50]

The Chains of the Present [Free]: 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 [100].

A Fountain Pen [100]: It is mightier than a sword, but only as strong as the heart of the wielder.

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. Requires the acknowledge parting of ways forever to gain its true power.

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

Bark of the Tree of Life [200]: You gain a pouch containing 9 slivers of the Bark of the Tree of Life. They replenish once a day and each can sustain life for a single day.

Seed of the Tree of Life [200]: A biological agent that contains the cure for cancer 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 can grow into a stunted Tree of Life that will produce 1 seed every ten years… once it becomes a sapling in 100 years. Also, attempting to grow this stunted tree requires not using the seed for science.

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.

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.

Biosphere [100]: 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.

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 an attachment of a small Meditation Garden, 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.

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.

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, 6 seeds. Each takes a hundred years to become a sapling, and a thousand years to reach full maturity. The sap is incredibly deadly, but the flesh of the tree is all but impenetrable by non-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.

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

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

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.

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.

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]*****

A New Life from the Old: You may return to your old life, or, if you wish, begin it again from the beginning.

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 Road to Awe: You have embraced the possibility of death, experienced its wonders and terrors, and, by dying, you 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, change your outward age to anything possible for your species in that jump.

The Detour around Awe: You have lived three lives at once, experienced much, but facing the final blackness was 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.

Do note that, unless you purchased Perfect Health, the biological immortality you gained on this jump ends once you jump to a new setting.

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.