Welcome, Jumper to this land, full of colour and art. You will be arriving at the place named by its inhabitants, who are all anthropomorphic animals, as **Picnic**, short for **Picnic Province.** Now, normally this is a calm and peaceful land full of beauty and wonder but soon after your arrival, a day or so, all of the colour from here will vanish for some unknown reason. Unfortunately, the brewing cause behind this has already caused all your Colour Points(CP) to disappear as well. As well as your items and powers for this Gauntlet's duration. Well, at the very least, you only need to stay here until the source of the corruption is dealt with, by your hands or others. Just do be careful, the black roots will consume this place if it is left unattended for too long

+0CP

Backgrounds:

At least, you have some options of what kind of person you want to drop in as, whether that be as an **Ordinary** person living by yourself near, but not too near, to the hustle and bustle of cities and villages where the **Resident** lives. You could also choose to be a **Hermit**, living alone deep in the woods or other, isolated locations, if that's more to your taste. You may also freely choose your age, gender and what kind of animal you look like.

Drawbacks:

Now, due to your current lack of CP, you would need to take some Drawbacks so as to purchase things here. You can take any number of these, though make sure you don't collapse under their collective weight.

Unassuming/Invisible(+100/200 CP): You are now lacking in presence. This is not always a bad thing, but it does mean that it may be more difficult for other people to recognise you as whoever you are in this world, even some friends would be constantly surprised when you do something, as if they didn't realise you were there. For another 100 CP, this is heightened that unless you are standing right in front of a person and talking to them, people here seem to just forget all about you. They don't actually forget about you(they do remember your conversations), but it's...isolating.

Smol/Critter(+100/300 CP): You are now below average in size compared to a typical person in this place. This might not seem like much but it does mean your physical prowess is...a fair bit less than if you were larger. For another 200 CP, you are now the size of an ant. Be careful out there, people might accidentally step on you if you are not careful.

Tangled Pathways/Obtuse Passages(+200/400 CP): Normally, only outside the major residential spaces, there only exists a few puzzles that would either block paths between the residential spaces and to hide away gifts. But with this Drawback, you may find these puzzles popping up in even more locations than before and tougher to solve. For another 200 CP, the complexity of such puzzles has increased so that the answer would not be apparent without experimentation

and a few dozen minutes thinking about it.

Fading(+300 CP)(Incompatible with Eyesore): For some reason, colours near you seem to fade much more rapidly than normal. Where usually it would take a few years for colours to begin to fade, near you, they just take a few hours to completely vanish. The people here may not exactly like you for this.

Eyesore(+300 CP)(Incompatible with Fading): This drawback alters your perception. While usually, the colours of **The Brush**, painted onto this world are prevented from being too...garish, with this drawback all you can see is a mismatch of neon colours and generally horrible palette choices. Nobody else would be affected so you may seem crazy.

Stressed(+400 CP): For some reason, perhaps from the pressure placed onto you by the eyes of people or the weight of a legacy you bear, you are much more prone to lash out at others...or at yourself. Though this can explicitly be worked through and be overcome.

Chicory? Isn't that a plant or something(+400 CP): You lose any metaknowledge you have about this place, including what the solutions to the puzzles are. Not that they would have been useful if you took some other drawbacks anyway.

Sidequest Hell(+600 CP): Normally, you would be able to leave this Gauntlet as soon as the source of the corruption is dealt with, but with this Drawback, the time required for that to be done has been...extended thoroughly. It seems that the source will not appear until all the minor problems of the people have been dealt with, from the case of lost kits to the amount of trash strewn about everywhere.

Time Limit(+600 CP): While you would have some time, roughly a few days or so, between the start of the corruption's appearance till the entirety of Picnic is threatened to be overrun by the black roots, this Drawback reduces the time you have to a few hours. If you've taken this with Sidequest Hell, this is extended to a whole day, which isn't much considering all of the errands you would have to deal with as well.

Pizza Who?(+600 CP): It seems the person who would have become the wielder in this tale has failed to appear. Well, it looks like its up to you to solve the mystery of the corruption and purge it from this place before it gets consumed by it. I hope you're up for it. You do get **The Brush** for the Jump though.

Perks:

100 CP Perks are free to their respective origins. All other options come at a 50% discount to their respective origins.

Free:

Basic colour matching: You've gained the ability to choose colours that work well with each other, the environment which you're planning to portray and your own skill at art. This may not seem like much, but this applies from painting to making fashionable outfits to even disguises at a stretch.

Artistic talent: You are now a natural artist, with the potential to become of the greats like Leonardo Da Vinci or Picasso. Through this remains only talent and needs to be trained to actually become like them. And it doesn't necessarily help with being able to pick the correct colours.

100

(Ordinary)Overhead view: You can now extend your perceptions beyond you, taking a bird eye's view of yourself and your general location. Helpful for dealing with roadblocks and such. The range of vision is a rough radius of a hundred meters

(Resident)Tuned into the gossip: You have a particular ability to embed yourself into the local gossip network of anywhere you are in. Perhaps by spreading a few choice rumours yourself or by being that likeable. Either way, you now have a source of semi-reliable information about the place you're staying at as well as some tidbits of random knowledge.

(Hermit)Solitary living: You've become accustomed to living by yourself in the middle of nowhere and thus, it would only make sense for you to have the ability to live off the land and the mental fortitude to actually go off the grid for years on your lonesome without any form of damages that would normally come with it. This perk grants you such ability and skill.

Athletic: You're quite fit if you do say so about yourself. This perks makes you an above-average specimen of your species, allowing you to possibly climb mountains without much effort even without regular climbing gear.

200

(Ordinary)Sympathetic connection: You seem to have a sixth sense on what to say to help you become friends with another being. This works for any being that can be considered a person. Though perhaps trying to form a connection with a higher being like a god may be more difficult if you did not have much in common in the first place.

(Resident)Destress: it is probably unhealthy for anyone to one day, just decide to solve all the minor frustrations of the people living around them. Just in case you do decide to do so, this perk grants you the ability to relax and unwind by cutting the time spent on them out. That is, you could spend an entire day at a spa, then cut that time out, sending you back to the morning feeling just as relaxed afterwards. This only applies to activities that help you destress and relax though.

(Hermit)Offscreen teleport: While you live in your own little hut in the middle of the woods with no one to bother you, you sometimes do have to actually go to the city and buy some things that make living much more bearable. But how would you cover the distance between you and the city? Simple; you don't. Whenever you are in nobody's perception except your own, you can just walk for a bit and just appear in the location you desire through some strange way. Also useful in case there are weird dark growths everywhere and you need to travel to them to study them as soon as possible. You do need a general idea of where it is in relation to you however.

Pocket storage: With this perk, you've gained the ability to put things into an inventory of some sort. Though it cannot take extremely large things, it is still relatively large, around the size of a house, for you to put stuff in. Just pick something up and think about putting it in to put it in and simply think about placing things down and you can do so within the range of your perception.

400

(Ordinary)The best in others: Whenever you become friends with somebody, you naturally know how to bring out the best in them. Whether it be their power or what they are behind their sorrow and despair, you now know what are the ways you can encourage your friends to be at their best.

(Resident)Pathfinder and guide: Whenever you are in a location or you're assisting somebody get their bearings, you always know exactly what is the path you need to take to get somewhere, even if the location in question is as abstract as "the place where I need to be". When assisting with others you can also guide them to such abstract locations or more physical ones if you so desire.

(Hermit)Deduction: When studying something you do not know, you seem to run into coincidences that will allow you to learn even more about the thing in question. If you're already looking for opportunities to study the subject in question then such coincidences would align to provide it to you fast. Of course, there is no guarantee that you would be safe from such coincidences if you're studying something dangerous. This perk is togglable.

Pick yourself back up: It may be that in your journey across the worlds beyond, you might come across some danger to your life and sanity. Of course without your perks beyond your Bodymod the dangers are even more...well dangerous to you in this Gauntlet even if it's usually quite safe except for the encroaching black roots. This perk allows you to withstand such blows. Even if you were to take a lethal blow to your sanity or life, you can just pick yourself back up and brush it off, healing yourself partially in the process. Of course, such things require an exertion of willpower so if you were already at your wit's end...well, it would not be good. This Perk also requires some time to do so, a few seconds at most but it would be important to keep it in mind that your foes regain their initiative.

Items:

(100)Some Holeys: You have some “Holeys” a pastry with a hole in it, some “Joes” which is a drink that is revitalising to the brain(though it may leave jitters), and a few “Slices” which are...some slices of a dish wherein a derived substance meets a liquid made of the post-flowering plant parts which are red in colouration, usually with other toppings added. You gain these foodstuffs at the start of every week in this Gauntlet and in other Jumps.

(100)Transit benches: You gain a set of benches that you can place down anywhere, while sitting at them, you can...let your mind drift for a few seconds after thinking of another place with a Transit bench, and before you know it, you will be at another one of these Transit benches you’ve placed down at another location. Don’t ask how it works, it just does., and nobody will find how you used these benches strange at all.

(200)A History Book: It’s Important to know your history; with this purchase you gain a book detailing the history behind this world, though mainly about how the wielders of **The Brus**h shaped it.

Companions:

(200)Import Companions: If you so wish, you may bring in an unlimited amount of Companions with this purchase. They have no CP to start with, lose any special powers and Warehouse access, and can only get 200 CP from Drawbacks, but even so, maybe having friends who understand you is what is most important.

Scenario:

Brushes of the Heart: The true source of the corruption is **The Brush**. That is, the **Brush** that has been passed down from the First Wielder onwards, been fought for in actual wars for the ownership of the ability to control colour and places its wielders on a pedestal. It shapes reality and thus the negative emotions accumulated in it are expressed as corruptions in the world. However, everyone can create their own **Brushes**, free of this taint of the past. Originally only past wielders who have bonded with **The Brush** can create their own ones by calling upon this past Bond but as the corruption fades away after being defeated by a dog and a rabbit, the current wielder and the past wielder ask of you to help them give everyone a **Brush**, so that all of the above need not happen again. If you choose to pick up on the offer, your time in this Gauntlet will extend to as long as necessary for you to complete this task. It might take years, perhaps decades to fully do it though. If and when you finish this task, your reward below is upgraded.

Ending:

If you’ve not managed to defeat the source of the corruption before it consumed Picnic, please at least take this memento of a Paint Brush before you’re forced to continue on your Jump.

If you did, you may choose to Go Home or Stay On in this peaceful place. It seems like **a Brush**, without any sort of complications to using it, has developed a bond with you as well and you may continue using it in this world or others, choosing whatever colour you wish to paint the world within the limits of your perception. It has whatever abilities the player character has at the end of the game.

If you've finished **Brushes of the Heart**, your own **Brush** is powered up, being truly of your own. It can also be used as a conduit of any of your powers and empowers technology you've painted with minor boosts. In addition it cannot be stolen nor can the paint it leaves behind be easily removed by supernatural effects. You also gain the following perk;

Sage artist: After teaching so many on how to create their own **Brushes**, you've gained the innate ability to teach other people, in other worlds, how to unlock their own hidden potential within them. Though often it would take the form of a **Brush**, it need not always be if they have strong inclinations otherwise. Either way, they function much as your own **Brush** above.