

The Fountain

Jumpchain

v.03

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The time is AD 1500. 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 the time is also AD 2000. 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. But 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 traveller, 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 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.

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.

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 advanced, 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 [400]: If you bought the Bioship, you can also buy the Biosphere, which wraps around, the Cosmic Warehouse, creating a miniature world to shape as one wills. (More details in the Biosphere Supplement.)

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 it 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.

*******[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.

BIOSPHERE SUPPLEMENT TO FOUNTAIN JUMP

The Biosphere gives your Warehouse an exterior. Outside your Warehouse is now a bubble universe, a celestial crystal sphere that looks out on the vastness of the empty infinite. Don't worry, you can make it opaque. The Warehouse rests on a small floating island that is yours to customize as you like. Note, this does not expand the size of your warehouse, though if you have Housing and buy Freestanding, it will move your Housing outside of the Warehouse, so that will free up a little space. Time continues to pass in your Biosphere and all your companions who are not on the jump may be found within.

Basics

The Island is 1 km in diameter. It is mostly circular. It is 200-250 meters thick and all jagged on the bottom.

The Sphere has an airspace of 1km. This means it is 1km give or take, from the edge of your island. If you call off, you will fall to the bottom of the sphere and need to get someone to come and get you if you cannot fly. Nothing can be built within 1km of the sphere to preserve airflow. Gravity is Earth normal.

You have 600 Build Points to spend.

Size Upgrades

The Big Island [20BP]: Your Island is now 4km in diameter. Your sphere expands to contain it.

The Bigger Island [30BP]: Your Island is now 16km in diameter. Your sphere expands to contain it. Requires The Big Island

The Huge Island [40BP]: Your Island is now 64km in diameter. Your sphere expands to contain it. Requires The Bigger Island

The DAMN Island [50BP]: Your Island is now 256km in diameter. Your sphere expands to contain it. Requires The Huge Island

The Other Island [20BP]: You now have 2 islands. The second one is a quarter the size of the primary island. This doubles the size of your sphere.

The Other Other Island [30BP]: You now have a third island. The third is 1/16th the size of your primary island. This doubles the size of your sphere again. Requires The Other Island.

Archipelago [40BP]: You now have up to 8 islands, each one a quarter the size of the last. (If your main island is 256km across, your other islands will be 64km, 16km, 4km, 1km, 250m, 62.5m, 15.6m). This doubles the size of your sphere once more. Requires The Other Other Island.

Double Archipelago [60BP]: You really like land, don't you? Okay, just for you. You now have 2 Secondary Islands, 3 Tertiary Islands, 4 Quaternary Islands, and so on. You may also have up to 200 smaller islands that may not exceed 4m across. This doubles the size of your sphere one last time. Requires Archipelago.

Snowball in Hell [20BP]: The airspace within your sphere is now 4km

Par 60 [30BP]: The airspace within your sphere is now 16km. Requires Snowball in Hell

Beyond the Reach of Man [40BP]: The airspace within your sphere is now 64km. Requires Par 60.

Mote in God's Eye [50BP]: The airspace within your sphere is now 256km. Requires Beyond the Reach of Man.

Environmental Upgrades

The Ocean Not So Deep [50BP]: Instead of just being surrounded by air, your Island is surrounded by water. This water is freshwater and drops down to the bottom of your island, but only has a seafloor for the first 100 meters in all directions. It does not have tides or waves and has no flora or fauna. This ocean extends out to within 1km of the walls of your sphere and this it requires at least the first Sphere upgrade.

The Seafloor [20BP]: The ocean around your islands now has a seafloor that extends out as far as your ocean does. It gets progressively deeper the further from land it is.

Ocean Life [20BP]: Your ocean now teams with freshwater plants and fish, shellfish, and bivalves. Nothing poisonous or dangerous exists in this environment naturally, but you could import it if you like. There are no marine mammals, but you could bring those in too if you like. The native species are self replicating, even if fished to extinction. Requires a Seafloor.

Saltwater Fanatic [5BP]: The Ocean around your Islands is now Saltwater, you giant weirdo.

Tidal Generator [5BP]: Adds tides and ocean currents that you can shape and control.

Weatherworks [15BP]: Want to do a spot of sailing or just like a breeze? This machine makes the wind blow. There are now heavy updrafts for you hang-gliders. There are now big white fluffy clouds floating around inside your Biosphere. You have complete control over weather in your Biosphere

Day Cyclor [Free]: Now you can run your Biosphere through a day night system.

Season Simulator [10BP]: Requires Weather Generator & Day Cyclor. Like variation? Now you can set the seasons to cycle anywhere from once a day to once a century. Don't like Winter? Skip it! Want to make up your own seasons? Cool!

Terrain Modification Engine [50BP]: All the flat getting to you? This machine can raise hills or create valleys or rivers or any other terrain features you might want within your Biosphere. You could even make mountains that tower up to 30 km high if your Sphere is big enough. Terrain features rise or fall no more than 1 meter per 24 hours.

Floral Universe Creation Kit [50BP]: All the endless grass getting to you? This machine can create forests, jungles, savannahs... you name it. Plants grown with this machine grow 1 meter per day and each machine can create up to 5,000 cubic meters of living plant matter every day. This system can generate 10,000 different species of plant and adding a new one simply requires a genetic sample. Only natural plants can be generated.

Small Fauna Generator [25BP]: Want some chipmunks, birds, butterflies, bees? Nothing this machine generates is overly dangerous or a pest species, and the system automatically keeps everything in check, even if you're a dick to nature. Each Generator can produce and maintain up to 500 species of small (5kg or smaller) animal life, both terrestrial and aquatic. Each

machine can create up to 5,000 kg of animal life per day. To add a species to this machine's databank, you must have at least 50 different genetic samples of that species. Only natural animals can be generated.

Big Fauna Generator [50BP]: Want some more... aggressive or majestic species? Or just some sheep or cows or piggies? This is for you. Each machine can generate and maintain up to 50 species of large (500kg or smaller) animal life, both terrestrial and aquatic. Animals made by this machine will not be hostile, but can be dangerous if provoked. Each machine can create up to 5,000 kg of animal life per day. You will need to acquire at least 50 different genetic samples from the same species for this machine to add it to its databank. Only natural animals can be generated.

Facilities

No Ground? No Problem [100BP]: You and your friends can now fly simply by leaping off the edge of an island. Don't get used to this, as it doesn't work outside of this pocket universe. Children raised in The Biosphere might sometimes forget this.

Celestial Bodies [5BP]: Suns, Moons, Stars, Rings, Comets, Meteor Showers, Other Planets? You name it, all of them can progress across your fake sky. They're just images, but comforting ones. You have full control of them.

Mega fauna Machine [50BP]: Each Mega fauna machine can create and maintain up to 50 different megabeasts, from no more than 6 species, that can populate your Biosphere. Each Megabeast can mass up to 500 metric tons. Each one takes 10 days to generate and they will eat whatever they normally would eat. They will not reproduce on their own, and can be hostile if attacked. Only natural animals can be generated.

Transport Disks [20BP]: These disk platforms are all over your Biosphere. Each one can carry a person at 10km/h to anywhere within the sphere and each can carry up to 750kg. They can be programmed to follow you around and there is even a Transport Disk launch station at the very bottom of the sphere in case someone gets stuck down there.

Industrial Disks [10BP]: Removes weight limits

Utilities [Free if you have them from the Warehouse or Housing]: Electricity, Intranet with wifi (will only connect to outside data net if you have that upgrade), Running Water (Fluoridated or not, your choice), Sewage System, AC & Heating to all buildings.

Basic Pollution Scrubber [Free]: This pulls all contamination out of the atmosphere of your Sphere.

Observation Deck [25BP]: This structure is at the top of the Sphere and allows you to look down upon all your creation, like some kind of god. If you have controls, they can be accessed from here instead of from the warehouse. You can even move your bedroom up here. Only you and those you invite can enter.

Rope Ladders [Free]: extends off the bottom of all your islands so you can climb up.

Farming Zone [5BP]: Farms for your Farming Needs. Each covers 20 hectares.

Industrial Plant [100BP]: Your Biosphere includes a complete factory system, including advanced Atmospheric and Hydrological Pollution Scrubbing. You'll have to find someone to do the actual production, or find robots.

Freestanding Buildings [10BP]: Each of the various addons to your Warehouse now are freestanding, forming a nice compound, or Biosphere out across your entire domain.

The Village [50BP]: As your companions have children (if they have children) each child gets their own house in the Village Automatically.

Probably Not Cannon, but fun... or at least interesting

Adventure Zone [100BP]: gives your main island a series of caves and dungeons that is constantly evolving and changing full of danger and wonder. Alternatively, one of your smaller Islands can become an Adventure Zone instead. The dangerous creatures of the Zone scale up or down to provide challenge to anyone who enters and the environment is only partially destructible. The dangers cannot leave the Zone.

PVP Zone [100BP]: Exactly what it sounds like. All damage dealt inside the zone is removed upon leaving the zone, even apparent death or dismemberment. Yes, it was all in your heads.

Friends From Home [50BP]: Did you leave friends and family back in the... the place you came from once upon a time? Beam them up. They have 5 minutes to decide if they want to join you or be returned to the moment they left from with no memory of this. Once they stay, they're stuck until you go home for the last time or they decide to drop off into a setting for good.

Restricted Zones [25BP]: you get to set areas of the Biosphere (like the warehouse) off limits to some people. Like keeping kids out of the arsenal... or your friend who's on a diet out of the fridge.