Three Sparks of Light

A CYOA jumpchain alternative V1.0 by acheld

You find yourself staring out across many worlds and possibilities, represented in ways that would be impossible to put into words. Some of them, most actually, feel out of your reach for now. Maybe later? But others are closer, simpler, more metaphysically within reach. Pick three? You feel that's the right number. Is this a journey? Is there a destination? You're not sure. Tell me, what form does this all take?

The Endless Library	The Guiding Entity	The Land of Portals

Introduction

The idea here is to do something akin to jumpchain. If you don't know what that means, you will be traveling between many different settings, acquiring powers and abilities from each, telling the story of your journeys. Even if you only tell yourself. At its core, it will be a tale of stepping stones, beginning with more modest abilities, and escalating higher and higher. You may choose to reach for the heavens, or choose to settle down far before you reach that point. The details are up to you.

Unlike jumpchain (if you've used it), no other documents are required to use this system/CYOA, and there are built in limitations that reward the "collection" of powers and items, without them compounding ad infinitum.

This is in several parts a soft system, requiring your judgment. If you try to break it, you will succeed.

If you engage with it in good faith, I hope it will be rewarding.

Core Concept

You'll be linked to three settings at a time, starting with 'weaker' powers (still well above a mundane life if desired). From each, you can accumulate 'resonance' with the setting, which allows you to carry over powers from one setting to others. Once you 'complete' a setting, you can link to new ones, gaining access to more and more powerful abilities and environments. However, you can only use the 'powers'/items from three settings at a time by default, requiring that you choose which powers you use in which setting.

Definition: Achievable Power

A key element in determining which settings you visit, and in which order, comes down to your 'achievable power' in the setting. You have a lot of flexibility in the kind of background or inherent abilities you have within a given setting, but different choices give different achievable power, and choices with higher achievable power will require visiting them *later*. For example, if you go to the world of Avatar: The Last Airbender, you could choose to be a bender, or not. If not, you'd be able to visit the world earlier.

'Achievable Power' is always based around what power *you* will be able to achieve in the setting, given your choices of starting powers, skills, traits, and abilities, with reasonable effort, risk, and time. It includes the power of notable objects you may obtain. A warrior's achievable power may include a magical sword, e.g.

Reasonable effort means a conscious effort to strive and achieve on a regular basis, but not working 100 hours a week without breaks. Reasonable risk is relative to the setting. Thus, having a decent chance of dying through adventuring in a D&D world is still a reasonable risk, while reasonable risk in a modern Earth setting is fairly low. Reasonable time is *usually* ten years, but may be longer for settings in which the narrative time scale for power can be much longer, such as Xianxia settings.

In Harry Potter, as a wizard, becoming a fully trained adult wizard is definitely Achievable Power, as long as you are magical to begin with. In JoJo, being pierced by a Stand Arrow, and becoming a Stand user as a result (rather than the likely outcome of dying) is not achievable by default. But, if you have already decided you will survive it, or have some ability that will let you survive it, then it's achievable with no risk by definition.

This accounts for all other abilities you may have access to that may aid the process of achieving power. At the simplest level, if you're likely to achieve it given the out of context powers you'll use, it's achievable.

Starting Powers

Choose three settings to start, picking appropriate starting conditions for yourself. In each setting, you gain a race/species (if applicable), and age, roughly of your choice. Age choice is limited to those that are within range of the main 'characters' of the setting, if applicable. Thus, you could begin as an eleven year old in Harry Potter, but not a baby. Within the norms of your chosen species, any body is fine. To be clear, you (and companions) have a different body for each setting. Though, if humans are a normal species in the setting, you can have an identical copy of your body (or idealized body) in each, if you like.

You also choose your starting powers, gifts, inborn traits, etc. Your Achievable Power in these starting settings, based on all of these choices, must be relatively low, among all the settings available. Many examples are given in Appendix 1, to give a better sense of what this means. One of your starting settings *may* be your current, real life, if you choose.

Settings should have some degree of lore, some meat to sink your teeth into, or else the point of this imagination game is moot. The more 'realized' the setting, the better. Ultimately, the settings you'll be able to access can be *any setting*, including those from CYOAs, homebrew campaigns, or anything else.

You can 'begin' in any of your three choices, and begin with an awareness of a 'life' in each. Whether it's a 'drop-in' or an established background is totally up to you. Either way, you at least get a basic knowledge/skills dump of what anyone in the area would know, most notably language. You can choose to block this knowledge if you really want to.

You are conscious in only one setting, and can choose to 'move' between settings when you sleep, or when you enter a meditative state, no more than once per subjective day. When you go back to a setting, it is at the same time that you left.

At the start, you do not have any "crossover" power; only the powers of the setting you are currently in.

Resonance

Each setting has a 'spark' associated with its powers and abilities. As you spend more (cumulative) time in that setting, your powers don't grow stronger (except as dictated by the setting itself), but you do grow and reinforce your ability to carry over those skills and abilities to other settings, called resonance.

Every year that you exist in a setting, and actively use your abilities in a narratively interesting way within that setting on a regular basis, your resonance increases by 10%. After ten years, it is 100%. This is the percent of the effective power, skill, and ability from that life and setting that you can potentially carry over to other lives.

For settings where the time scale is much longer, this resonance can and should be adjusted appropriately.

The Key Power Limitation

You are likely to accumulate many 'sparks', but, by default, you cannot ever access more than three sparks at any given time: the spark for the setting you are in, plus two others of your choice. The choice can be different for each setting. This effectively means that, in any given setting, you can only access the out-of-context powers and supernatural abilities gained in *two* other settings you have resonance with. You still have general memories, and knowledge from settings other than those two, but none of power. No more than once per year (time within a given setting), you can change which two out-of-context sparks that you have access to.

Mundane skills are a slightly special case. You have the full force of any skills developed within any 'sparks' you have active. Mundane skills from other settings start out feeling somewhat rusty with disuse, until you have had time to practice them within the current setting, but they quickly come back to you.


Reaching New Settings

There are two "Styles" which you can follow in developing your story. The first requires no more than a slow progression of power between settings. The second divides settings into categories by their achievable power, and has requirements on the number completed in one tier before proceeding to the next.

Regardless of which style you choose, you must 'complete' (100% resonance) two of your starting three settings before adding a new one, and you can never have more than three 'incomplete' settings at once.

Style 1 - Step By Step, or "Seeking The Golden"
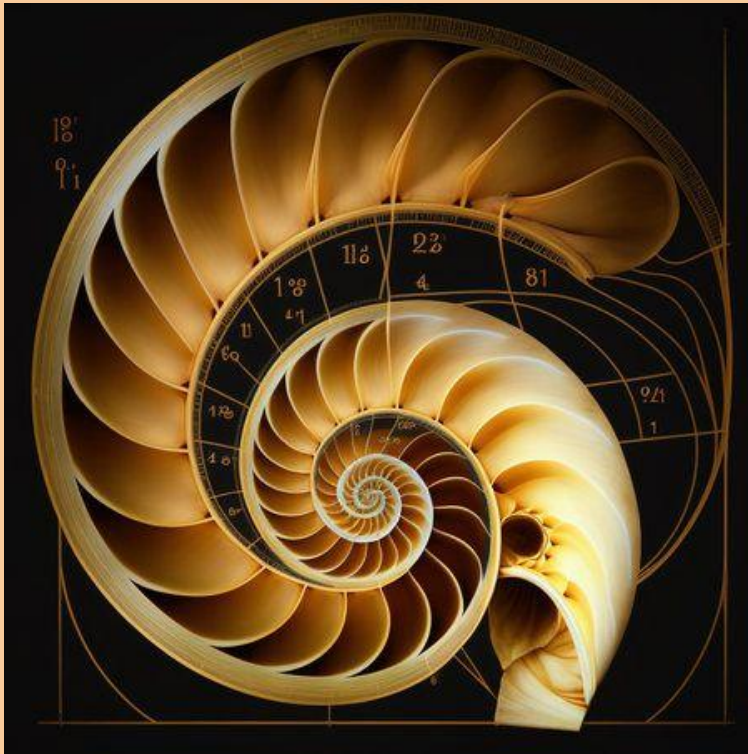
Under this style, in order to add a new setting, your Achievable Power in the new setting, based on what your starting choices/powers there will be, must be "on par", or lower, with the *combination* of the power granted by two sparks you have already completed.

This condition is of course very subjective. In some cases you may be comparing social skills and kung fu. Basically, use your best judgment to ask "Does the new setting give me *more* than my two most powerful previous settings *combined* did?" If the answer is yes, you can't add that setting (yet).

Or, you need to tone down your personal power potential from your choices to go there (for instance, choose a weaker mutant power for X-men). If your starting choices would be considered acceptable for a starting jump, they are considered to satisfy the second condition automatically.

Use your best judgment. The point of this rule is to have you *slowly build upon* powers to reach loftier and loftier heights, rather than reach immortality or extreme power within a couple of settings. If you abide by the *spirit* of that, then your choices should be just fine, regardless of numbers.

Style 2 - Category by Category

Under this style, your achievable power in each setting falls into one of five tiers, designated Low, Moderate, High, Epic, Deific. Many examples are given in a chart on the next page to help you determine what category a specific choice belongs to, but as always, you must use your best judgment.

When reading the chart, for characters with *wildly* different power levels depending on the precise medium and storyline, such as most superheroes, their most powerful *reasonably common* interpretation is assumed.

These are *guidelines* meant to give you a feel for each category. Ultimately, use your best judgment.

The core restriction, then, is that you must complete 10 settings in the Low category before accessing Moderate (the starting settings are included in these 10). And then 20 in Moderate before proceeding to High, 30 in High before proceeding to Epic, etc.. Lower level tiers may be used in place of any higher tier, but not vice versa. Thus, you may do 13 "Low" and 17 "Moderate" before accessing High.

After completing 150 settings, you have unlocked the maximum potential possible. All reasonably canon starting conditions and settings are now accessible to you.

The scale of 10/20/30/40/50 settings may be increased as high as you like for a 'longer' story. This is a narrative choice from an author's perspective, not a choice you have as a character within the narrative.

Tier	Achievable Power
Low	Shrine Maiden charm magic; practitioner (not Wizard) in Dresden Files; slightly superhuman warrior (an elf in LoTR, e.g.); future tech a bit better than modern stuff (up to twice as effective, if measurable)
Moder.	Harry Potter wizard (canon abilities); moderate Jedi Abilities; extremely superhuman warrior (Demon Slayer, Ranma, e.g.); moderately good future tech (most personal gear for star wars, star trek); Quest for Glory
High	Typical D&D wizard (limited to 20th level, non-deity); decently strong channeler in Wheel of Time; top Tier Jedi abilities; "part 1" Naruto power; Istari in LoTR; iron man suit; Peak Dragonborn in Elder Scrolls
Epic	Epic Level D&D wizard (still not an actual god); Peak channeler in Wheel of Time; Jean Grey; Professor X; 40k Primarch; potential access to all tech from a setting like Gridlinked/Polity; all Iron Man tech
Deific	Scarlet Witch; Dr. Strange; Green Lantern; D&D greater deity; 'normal' cultivator in a Xianxia setting; Full access to "Culture" level tech or "Rick and Morty" tech..; Eldrad Ulthran; peak Naruto power

Visiting Previous/Complete Settings

You can visit all previous settings for as long as you wish.

You may also *choose* to allow time in 'completed' settings to advance when you are not there, at any rate up to *your* subjective personal time passage.

Death

If you die, and are not revived in-setting, what happens depends on whether or not you have reached 100% resonance with that setting. If not, then your spark for the setting is destroyed, and you cannot visit that setting again. You also cannot go to the same setting at a different time, or a very similar setting.

For the next ten years (subjective time to you), you can only access one out-of-context spark in your remaining settings, and cannot choose a new linked setting for that duration.

If you have reached 100%, then you lose access to visiting that setting any further, but retain your spark.

Memory & Immortality

As part of the multi-life nature of your existence, you gain a form of 'immortal memory' by default. Essentially, your memories of/in a setting are subject to normal decay *while within that setting*, but when not in that setting they are crystalized into (metaphorical) diamond, and cannot decay or devolve further.
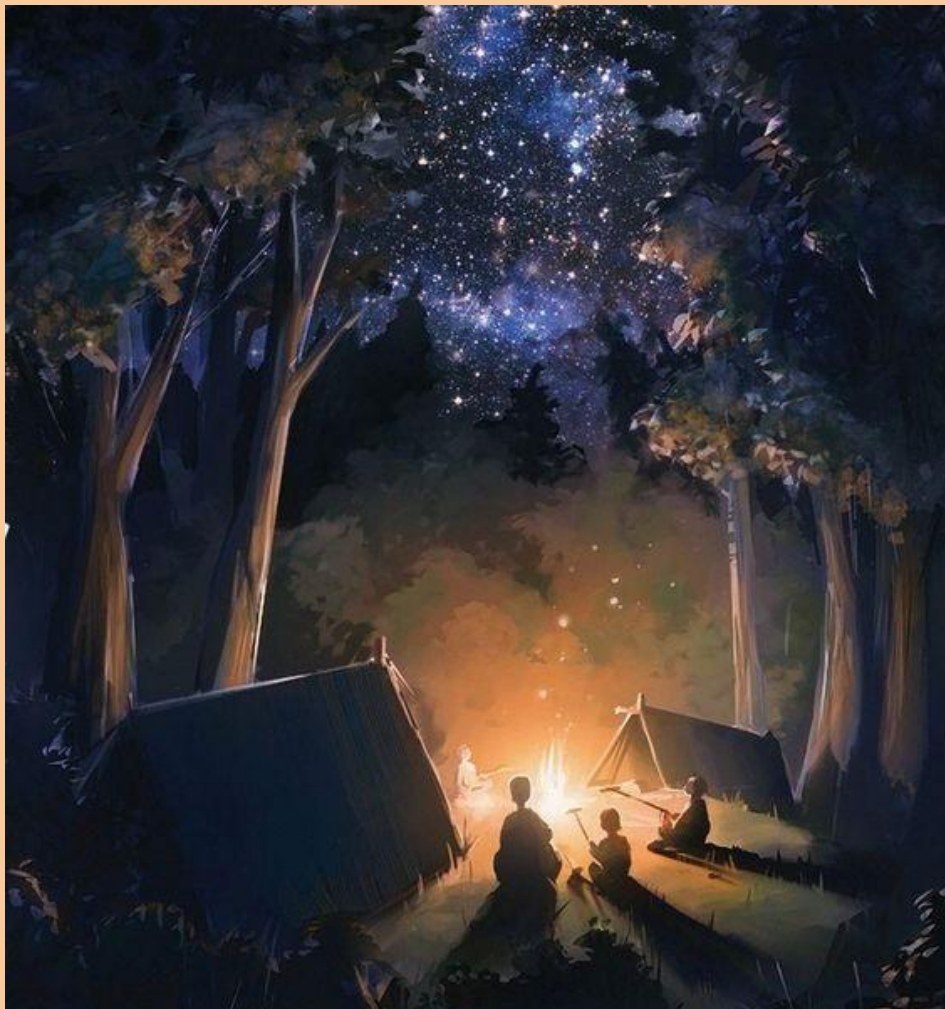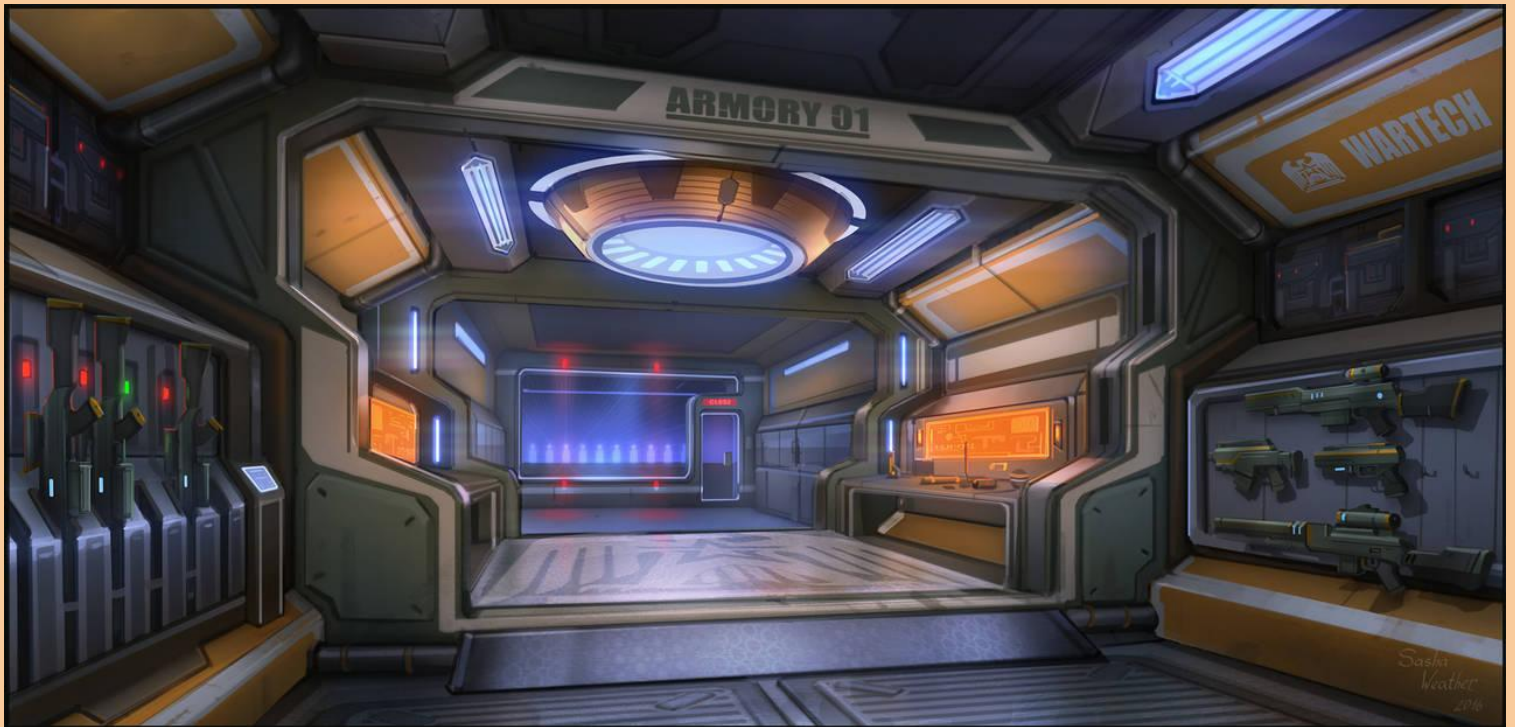
Items

Each spark can also have associated with it up to three personal items that you bind to yourself from that setting, gained at 10%, 30%, and 100% resonance respectively. For instance, in Harry Potter you might have a wand, a cloak of invisibility, and a sneakoscope. The item must be one designed for a single person. You can change your choices whenever you are within the setting, and in possession of the item you wish to bind.

If your spark is active, you can manifest these in whatever world you are in, and they always manifest at the same condition they were in when you 'bound' them originally. If you manifest an item a second time within a setting, the first instance is destroyed. You can manifest a given item no more than once per subjective day.

Two personal items may instead be exchanged for binding a larger or less personal item (such as a large tank, a yacht, a small personal spaceship, or a small laboratory), while all three personal items can be exchanged for binding an even larger item, but don't get ridiculous (no death stars).

What constitutes an 'item' is of course subjective, but they should be intricately linked. A utility belt, including the smoke bombs and batarangs on it, might be a reasonable 'item', but a bag of holding full of an array of magical items is *not*. If you modify your time-traveling DeLorean to have a roof mounted machine gun, it's reasonable to consider that part of the car. If you load the back with gold, it is not. Use your best judgment.

Binding Consumables

Consumable items, or items with limited uses, are a special case, in that the ability to use them, and immediately re-summon them, may be too powerful in general. A bound consumable item can be manifested at most once per day (as any other item), but the time may be longer for powerful items. You cannot bind new items to their 'slot' until this wait time is over.

For an item that would require only moderate challenge or expense to obtain another copy of if you returned to its home setting, you can manifest it once per week.

For an item that would be challenging or expensive for you to obtain another copy of, once per month.

For an item that would be incredibly difficult for you to obtain another copy of, once per year.

For an item that is unique, and literally impossible to obtain another copy of, you cannot summon it again, but can "re-bind" that slot after one subjective year.

Consumables that grant permanent boosts or "stat increases", etc, cannot benefit the same person more than once. If you bind a *different* copy of that item from it's world, then those stack if they normally could.

As in all cases, use your best judgment for what time limit "feels" right.

Companions

If you gain 100% with a setting, you may choose to reset *all* of your resonance with that setting to bind up to three voluntary companions to travel with you. Your resonance will then start accumulating again as normal.

You may bind a maximum of nine companions at a time. Companions are automatically considered to have maximum resonance with their home setting, but cannot gain resonance with any other setting. They gain native powers and abilities while in other settings just as you do, but theirs are always slightly weaker or less comprehensive. In practice, this means that they have access to their natural powers and abilities from their home setting, plus the powers and abilities from whatever setting they are currently in. They can bind items from their home setting in the same method and number as you.

If a companion dies, and cannot be revived in that setting, then they cannot exist in that setting any longer. They can 'rejoin' you elsewhere, however. A companion may at any time choose to end their binding with you, remaining in whatever world they are at the time, or returning to their home world.

Sapient creatures should be companions, not items. Loyal non-sapient creatures, such as a dog, could be taken with either a companion or item slot (perhaps multiple item slots for larger more powerful creatures).

The End

The end of your adventures are essentially whenever you decide they are. When you have reached your goal, or are happy with your sparks, you can decide to end your further explorations. This causes several changes.

First, you lose the ability to access or qualify for any new settings that you don't currently have access to.

Second, the power that was sustaining your ability to connect to new settings is turned to other things instead: gain an additional changeable spark 'slot', and your effective number of sparks for purposes of Boons is flatly *doubled*. If you are not using Boons, instead gain a second additional spark slot.

If you have Improvements (below) that you no longer need, you may choose to divest yourself of them now, and in return remove a corresponding number of Restrictions that you previously chose, as well.

Restrictions & Improvements

As a way of customizing the narrative, select **up to** three Restrictions below, and an equal number of Improvements. (You may select additional Restrictions, but do not receive more than three improvements).

Restrictions

- **Spark-Locked:** Your choice of your two outside of context sparks is fixed once chosen in a given setting (you may still have different choices in each setting).
- **Time Marches On:** When you are in a setting which you have not reached 100% in previously, time continues to flow in all other settings at a 1/10th rate (or faster, if you wish). You may select this twice, to make time flow at a one-to-one rate at all times, for all settings.
- **Limited Growth Environment:** You may only grow or improve the abilities of a given spark when you are in the homeworld of that spark.
- **Alone:** You cannot choose companions.
- **Don't Look Back:** You cannot visit previous settings to an unlimited degree. The first time that you reach 100% with a given setting, you receive five years time *for each* previously completed setting that you may use to visit them. This can be 'banked' without limit for a given setting. You may stay in the just completed setting as long as you wish, but once you leave you have the same five year limit for return trips there. If you select this twice, it's one year rather than five. If you select it three times, you may not return to previously completed settings.
- **Keep Moving On:** When you reach 100% completion with a setting, you must immediately go elsewhere. You have enough time to use that resonance for companions before you leave, if you wish, but that will leave you with 0% for the setting. You may still return here, but must complete three other settings before you come back.
- **Too Many Homes:** You may only 'keep' three completed settings as accessible to you. This limit increases by one for every ten completed settings. Other settings cannot be accessed. You may change your choices, but cannot 'get back' a setting that you gave up access to. When you first complete a setting, it does not count against this limit until you leave it.
- **"Benefactor":** You do not decide your powers and abilities. Some mysterious third party is. They will not stiff you on relative strength, but the powers are certainly not the ones that you would have picked for yourself, and whoever is picking them seems to want to see something interesting.
- **Fixed Items:** Once you bind an item to a spark, you can never change out that item for a different one.
- **Power Cap:** You can only ever gain Achievable Power from a setting up to the Epic level, per Style 2.

Improvements

- **Greater Boons:** Your effective number of completed sparks is 5 higher for purposes of all boons gained. Or, 10 higher for the purposes of two boons. You can select this more than once.
- **Company:** Your number of companions, and boosted companions, is flatly doubled. This cannot be combined with the "Alone" restriction. That can be selected more than once, doubling each time.
- **Followers:** You may have a number of willing followers ten times your companion limit. These followers retain powers they inherently have, share the benefits of Immortal Self, and can bind one set of personal items, but do not gain new powers in new settings, except beyond those required to exist and operate normally. This cannot be combined with the "Alone" restriction.
- **Spark Cannibalism:** If you have a completed Spark you no longer need or want, you can convert its power to a different end. If you do so, you forever lose access to the setting, items and abilities (even after The End). If you have companions from that setting, they are immediately sent back to their world. The benefit is that the Spark now counts as 2 instead of 1 toward gaining Boons.
- **Acceleration:** If you are using Style 1, a new setting can be twice the achievable power of one complete spark, rather than the sum of two (very roughly, it takes 2/3 as long to reach the same power level). If using Style 2, then the required settings of each tier is reduced to 2/3 (rounded up). This can be taken twice, in which case it becomes thrice the achievable power, and ½ as many, respectively.
- **Quick Start:** Your starting settings can be up to Moderate power, per the chart under Style 2. If using Style 2, you can skip the 10 settings required at Low power.

Boons (Optional)

Boons are an optional rule that provide a very slow-scaling general meta-power increase over many settings. Use them or not, depending on what works better for your story. They are certainly not necessary.

As you acquire more sparks (at 100%), you acquire some general boons that affect your overall limitations. Wherever there is a pattern in the boons granted, you can feel free to extrapolate it further.

If you reach 100% with a spark, it counts toward this number, even if you 'reset' it to gain companions. However, it doesn't count a second time when you reach 100% again.

Increased Item Limit: At certain numbers of sparks complete, your item limit per setting/spark increases.

Sparks	3	8	15	24	35	48	63	80	99	120	143	168	195	224	255	288	323	360
Items	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Increased Item Versatility: At 10, 30, 60, 100, 150, 210, 280, 360, 450 complete sparks, you can have active an additional active spark, but only for the bound items from that spark, not powers or abilities.

Inherent Power: At 20, 50, 100, 170, 260, 370, 500 complete sparks, you may choose a single spark to be a 'core' spark that is always active, and available, on top of the ones you choose to have active. This choice may never be changed, but it can be deferred if you wish.

Spark Flexibility: The time between being allowed to change active sparks in a setting is divided by two at 5, 15, 30, 50, 75, 105, 140, 180, 225, 275 sparks. Thus, at 15 sparks you can change your active sparks every three months, rather than every year. At 75 sparks, it's every 11 days. At 275 sparks, it's every 8 hours.

Immortal Self: At 3, 9, 18, 30, 45, 63, 84, 108, and 135 sparks, you gain one pick. These are always active, and <u>all companions gain the same benefits that you do</u>. They compound with active sparks if applicable.

- You have a general boost to your good health, and are highly resistant to disease and infection. Take this again to gain immunity to disease and infection.

- You age at one third the rate that you normally would, in any setting. Take this multiple times to divide aging rate by three each time. You may age faster if you choose. A fourth time grants eternal youth.

- You have an enhanced ability to remember anything you actively commit to memory. Take this twice to essentially remove all decay of memory, even within settings. You may choose to let memories fade.

- Your core identity cannot be erased or altered permanently by outside forces. This does not grant resistance to control, but it does prevent you from being changed at a fundamental level irrevocably.

Companion Limit: Every second (even number) complete spark increases your absolute companion limit by one. Thus, your actual companion limit becomes 9 + sparks/2.

'Boosted' Companions: Every fifth complete spark allows you to designate one companion as a 'boosted' companion. This allows them the ability to gain resonance with settings other than their homeworld, and to use the powers of one additional spark. Which means they may have two out of context power sets active at any time, just as you, though one will always be for their homeworld. They cannot gain companions.

Boosted companions gain the benefits of Increased Item Limit, Increased Item Versatility, Inherent Power, and Spark Flexibility as though they had **half** the number of complete sparks that you do. This is not increased by any effect that boosts your effective number of completed sparks.

Once a companion is 'boosted' you lose the ability to take that ability back from them. But, you may choose to 'cut them loose', at which point they will become their own free agent, able to go to settings independently, as you do, and gain their own companions. (If it matters, their starting spark 'count' is half of what yours is, or however many sparks they've gained as your boosted companion, whichever is smaller).

You cannot boost a different companion in their place: this is a permanent gift of some of your power.

You may defer the choice as to who to make a Boosted companion.

Table: Boons Gained For First 180 Completed Sparks

Spark	Boons
3	4 Items per spark, 1st Immortal Self Pick
5	6 months between spark changes
8	5 items per spark
9	2nd Immortal Self Pick
10	1st Item Versatility Spark
15	6 items per spark, 3 months between spark changes
18	3rd Immortal Self Pick
20	1st Inherent Power Spark
24	7 items per spark
30	2nd Item Versatility Spark, 46 days between spark changes, 4th Immortal Self Pick
35	8 items per spark
45	5th Immortal Self Pick
48	9 items per spark
50	2nd Inherent Power Spark, 23 days between spark changes
60	3rd Item Versatility Spark
63	10 items per spark, 6th Immortal Self Pick
75	11 days between spark changes
80	11 items per spark
84	7th Immortal Self Pick
99	12 items per spark
100	4th Item Versatility Spark, 3rd Inherent Power Spark
105	6 days between spark changes
108	8th Immortal Self Pick
120	13 items per spark
135	9th (and final) Immortal Self Pick
140	3 days between spark changes
143	14 items per spark
150	5th Item Versatility Spark
168	15 items per spark
170	4th Inherent Power Spark
180	34 hours between spark changes

The above chart does not include the every 2 increase to companion limit, or the every 5 boosted companion.

Boons (Point Purchase Variant) (Optional)

As an *alternative* to the above boon system, you can instead employ a system in which you can choose which boons you will gain. This variant will give fewer *overall* boons, but allows you to get more boons in one area.

Under this system, you gain 2 'points' for each complete spark, and the boons have the following costs:

Companion Limit: 2 points will increase your companion limit by 1.

Increased Item Limit: Spend 3, 5, 7, 9, and so on, points to increase your item limit by 1. These costs are cumulative, so you spend 3 for the first increase, and then an *additional* 5 for the second.

Increased Item Versatility: Spend 10, 20, 30, 40, and so on, points to gain one additional slot for an additional active spark which only grants its items.

Inherent Power: Spend 20, 30, 50, 70, 90, and so on, points to gain an inherent 'core' spark on top of other active sparks, that cannot be changed.

Spark Flexibility: Spend 5, 10, 15, 20, 25, and so on, points to half the time between changing active sparks.

Immortal Self: Spend 3, 6, 9, 12, and so on, points to gain one pick of the above options.

Boosted Companions: Spend 5 points to 'boost' a companion in the manner described above. These boosted companions gain half as many points for boons as you do.

Clarifications/Notes

- You *can* go to the same setting in different times and places, and each is considered a separate world and spark. Thus, you may have one spark for "The Hobbit" and one for "The Lord of the Rings". Regardless of how you do this, you cannot meet yourself.

- When you return to a given setting, your memories of that setting become 'forefront' in your mind, as fresh as the moment you left. Memories of other settings are still clear, but 'feel' more distant.

- When you bind an "item", it binds that item and the things that are essential parts of it, not everything contained within it. If you bind a Bag of Holding, you will manifest an empty Bag of Holding (or a Bag of Holding with items from your current setting in it, if you've already been filling it there). If you bring a laboratory, only the essential parts of what make it a laboratory are included.

- Companions will always 'travel' with you when you change settings, though this can be disorienting for them if they aren't expecting it, since they may leave in the middle of fully conscious activity.

- There are no ways to move items between settings except via 'bound' items.

- If you have an active spark with abilities that depend on biology or nature, such as having been a pokemon in the past, then with that spark active those abilities are somehow incorporated into your current biology. You can determine exactly how.

- It's left to your judgment whether companions impact the measure of "Achievable Power". Do what makes for a good story, is my recommendation.

- Regarding the 'Death' rule, for settings that have established consciousness and exertion of will that exists after death (as opposed to 'just' an afterlife), then you can gain resonance in such a state as long as you continue to act, and are only considered to have failed/lost access to the setting if you cease to have such consciousness and exertion of will.

- High-tier Xianxia is dumb, and with the stupid time scales also fucks with the achievable power determinations. Use your best judgment.

- If you figure out why it's called "Seeking the Golden" on your own, have a bonus… headpat.

Appendix 1: <u>Examples</u> of Appropriate Starter Worlds / Starting Conditions

- Any mundane earth setting, fictional or not, set in very near-future or earlier. Not a position of *extreme* power or influence, but could certainly be well above average.

- A very low magic earth setting, where you can get powers along the lines of vague foretellings of the future, charms to ensure a healthy birth, magic to help recover from mundane diseases, or communicate imprecisely with the dead.

- Any 'kung fu' movie or Wuxia setting where the skills you'll gain don't exceed 'Crouching Tiger, Hidden Dragon' in supernatural aspect.

- The Hobbit / The Lord of the Rings (*not* Silmarillion) as a (non-Aragorn) ranger of the north, or nephew of a dwarven king, or a hobbit mayor.

- A Song of Ice and Fire / Game of Thrones, excluding, say, the royal family, Daenerys (or other dragon rider), or anyone with notable supernatural abilities.

- Teenage Mutant Ninja Turtles, as a turtle, e.g.

- Harvest Moon, Stardew Valley & similar, as most people (excluding, e.g., the wizard in Stardew), minus binding some of the more powerful items in the setting for Stardew specifically.

- Assassin's Creed, Tomb Raider, GTA, Far Cry or similar where abilities are mainly "peak human skill".

- Any core 'action' movie, or similar setting, such as James Bond, John Wick, Zorro.

- Any non-Batman person in a setting where Batman is king of the mountain.

- Almost anyone, including a replacement for a main character, in things like Sherlock, Zootopia, Scooby-Doo, Pirates of the Caribbean.

- Unreal World (any)

- Artemis Fowl as a non-fairy character.

- Narnia, with no more than minor magical abilities gained.

- Stargate, assuming no access to OP mcGuffins.

Appendix 2: Start of an Example Build

Style: Style 1 - Seeking the Golden
Restrictions: Don't Look Back 1, Keep Moving On, Spark-Locked
Improvements: Greater Boons (5 general), Company, Followers
Boons: Active - standard
Starting Worlds: Mortal Life; Crouching Tiger, Hidden Dragon; Stardew Valley (item restricted)

From Boons level 5, start with 4 items per spark, and one Immortal Self pick: I choose the memory enhancement.

Starter: Stardew + Some Content Mods

Start as in the game. To make Stardew fairly qualify as a starter jump, I'm assuming I won't be able to bind the more powerful items in the game to my spark until significantly later.

Over the course of ten years, build up my farm, gaining excellent Farming, Ranching, Forestry, Fishing, Combat skills. None of this is much above baseline human, if at all, but it's all useful. Content mods let me gain Cooking and a moderate Luck skill as well.

Initial Bound Items (4): [Forest Sword](), [Dark Boots](), [Fruit Salad]() (Consumable, 1/day), some seeds, The consumable meal is likely changed out frequently via visits to Stardew Valley.

Eventual Bound Items (5+): [Infinity Blade](), [Mermaid Boots](), [Iridium Axe](), [Stardrop]() (Consumable, 1/year, given to different people), varying consumable/seed slot.

Starter: Crouching Tiger, Hidden Dragon (But any low-level Wuxia setting will work equally well)

Start as a warrior monk on Mount Wudang. Essentially will be in training for ten years. This is somewhat dull, but the setup life comes with a lot of self-discipline, and can switch between lives. Gain excellent martial skill with a variety of weapons, self-discipline, and wall/roof-jumping movement.

Bound Items (4+): A weapon or two, ideally 'legendary' ones if I can get my hands on them, even momentarily. A scroll or two. Some sort of healing paste/herbs (Consumable, 1/week).

Starter: My Life

Not going to go into much detail here. This is here because I don't want to leave my life behind, but I'm not likely to be using it as an active 'spark' in other settings.

Step Two: Unreal World (Sparks Used: Stardew, CTHD)

Between Stardew and CTHD, I *easily* qualify to add Unreal World as an option (low fantasy iron age Finland). Honestly, it would be a fine starter setting, but I did not want to go here without the Stardew spark. The spark from Stardew and CTHD make survival here fairly easy. The most important thing I pick up here are a number of low-level spirit rituals/powers, including Oath of Iron, Hunting Incantation, Blood Staunching Prayer, and Safety of the Night.

Bound Items (4+): There's not a lot of cool items to get here, it's mostly mundane. I'd pick up something like a masterwork northern bow w/arrows, a set of the finest fur clothing, a full suit of iron & leather armor, a loyal hunting dog, and a kind of very weak healing potion (consumable, 1/week).

Step Two: Low-Tier Jedi (Sparks Used: Stardew, CTHD)

I believe Stardew and CTHD also grants enough power to qualify as a very weak Jedi training at some point in the peaceful eras of the setting. To qualify power-wise, I'm assuming I have just enough potential to be a Jedi Knight, but no more, and that my force abilities are very modest and localized. I start just as I'm being knighted, and go the path of a Jedi Consular.

Bound Items (4+): Lightsaber (obviously), Some kind of jedi armor, Personal Spacecraft of some kind, that is also good for in-atmosphere movement (costs 2-3 picks),