

Whose Line is it Anyway? Jump

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v.0.1

Welcome to the world of Whose Line is it Anyway? where everything's made up and the choice points don't matter. The laughter points matter very much, however, as they're the currency in this strange world where everyone drops everything to participate in humorous little games of improvisation. All it takes is a Host, four Contestants, a couple of musicians, and a studio audience and we've got ourselves a game!

For the next 10 years, your job will be to earn laughter points by amusing members of the audience. Thankfully, if you're funny, you can earn enough laughter in 30 minutes to survive on for a week or two. If you're not... you'll find things a little lean, since normal currency doesn't seem to exist in this very strange world, so much like one you're familiar with. If you go broke in this world, you fail the jump.

You may select any setting you've ever been to to import into Whose Line is it Anyway. Everyone significant character takes on an appropriate roll and thinks they're funny. All battles and wars are solved with humor. Anyone you recruit from this world is, first and foremost, a comedian.

You start this jump with 1000 Choice Points.

Changelog

ROLLS

Audience (Drop-In) [Free]: You are a member of the studio audience. This means you can't earn points the traditional way, but by making suggestions, you'll earn enough to get by if you're in at least one Audience every day or so.

Contestant [100]: You are an accomplished and veteran of hundreds of Contests. As long as you stay funny, you'll keep getting picked to compete. You can usually earn enough laughter to get by for a week in one or two half hour contests. Do a good job and you might be invited to regional or national Contests, where the prizes are higher and the glamor more glamorous.

Musician [100]: You aren't a contestant, you're more important than that. You provide the background music and musical cues for contests. As long as you do a good job, you'll keep getting invited back. It may not be the way to the big laughs, but it's steady work and might just lead to the bigtime. Remember, it's not about how well you play one, but how many styles you can play.

Host [200]: You are one of the special people. For you, the game isn't about being funny, but rather about getting other people to be funny. You have to select the Contestants and Musicians, find the right audience, and generate the largest possible amount of laughter. For this, you earn 20% of the laughter generated by each Contest (with 10% going to the winning Contestant and 1% going to each audience member who makes a valid suggestion) The flat fee for to the Musicians and the other Contestants comes out of your earnings. The rest goes to Venue and the Laughter Regulatory Agency.

PERKS

Perks are discounted by 50% for the relevant Rolls.

Audience Perks

One Among Many [200]: As long as you remain part of the crowd, you are effectively invisible, even if those looking for you are familiar with you. This protection ends if you draw undue attention to yourself.

Shout Out [400]: You possess the power of suggestion. As long as you're a spectator to any group activity, you can shout out suggestions to the group and, if not completely

unreasonable or heavily biased towards one side or another, they'll be likely to follow your suggestion. For example, you could get football players to play shirtless, but not to play without their helmets or throw the game. You could get all the waiters at a restaurant to speak in funny accents or pretend to be their favorite animals... but not to give you food for free.

Laughter & Embarrassment [600]: You gain strength from embarrassment and laughter. The more humiliated you are, the stronger your defensive powers grow. Conversely, the greater your amusement, the stronger your offensive powers grow.

Contestant Perks

Improv [100] (Free for Contestant): You are a master of Improvisational techniques and almost never caught out for something to do or say.

No Fear [200]: You are immune to all fear generated by social situations and can grant this immunity to anyone you can see. Granted immunity lasts for half an hour.

No Offense [400]: You gain the ability to play anything off as humor, as long as you meant it at least satirically. Insult the God Emperor of Mankind in front of Sisters of Battle? No problem, as long as you do it with a nod and a wink.

Step Up [600]: You can declare that it's your turn and everyone else will allow you to speak, act, whatever, as long as they'll get a turn when you're done. You can only use this to hold the floor for 90 seconds maximum and cannot use this ability to attack another person. Everyone will stand by and watch as you take your turn.

Musician Perks

Musical Chameleon [100] (Free for Musician): Not only can you play half a dozen instruments well, but you are skilled in playing several different styles of music. Sure, you're not a virtuoso in any of them, but you're not half bad and all you really need is lots and lots of practice to get great.

Style Selector [200]: By playing music of a certain style you can change the nature of any situation to match the music. If you play a Ho-Down in the middle of a congressional debate, everyone will sing their arguments. If you play a swing dance

in the middle of a martial arts battle, everything will be more choreographed and cooperative. People have to be able to hear the music. No one will find this strange and you can't endanger people more than they already are.

Dance Bitch Dance [400]: When you play music that can be danced to, you can compel others to dance to it, as long as doing so would not endanger them.

No Pressure [600]: As long as you're playing music, time constraints don't matter to you and you will be ignored by all situational dangers. This has no effect attacks targeted on you. Yes, if you're playing a set and a nuke goes off, you'll be unharmed... unless the nuke was aimed at you. This means that if you're playing next to a ticking time bomb, it won't stop ticking until you finish your set.

Host Perks

Game Picker [100] (Free for Host): You gain the ability to select a game to a group of people and, as long as they don't have incredibly pressing matters to attend to and as long as it wouldn't put them in danger, they'll willingly set aside what they're doing and play the game with you. They'll never get in trouble for doing this, though you might.

Point Giver [200]: You can arbitrarily assign points to activities and get people to strive for these utterly meaningless points. You can, once the festivities are over, decide a winner and grant them one meaningless prize (such as reading the credits or getting to dance the cha-cha) and they will then proceed to do so.

Team Selector [400]: Whenever there is a group of individuals, you can arbitrarily divide them into two or more groups and get them to compete against each other. They will not consider this strange. Normally this would just be bickering, but with Game Picker you can suggest a mode of competition. You can't normally make them fight each other, but if they're naturally fractious people, or don't like each other, or are mentally unstable, you'll have an easier time of it. Conversely, if you put enemies on the same team, even ones that would like to kill each other, they'll grudgingly set aside their differences for the length of the contest.

I'm Not In This [600]: You can declare yourself to be an impartial observer in any contest or battle you didn't start or aren't the direct target of. Inviting all the contestants or picking the game does not count as starting the fight. As long as you don't actively demonstrate favoritism, root for one side, or attack anyone, you can maintain this neutrality indefinitely.

ITEMS

Whose Laughter in the Bank is it Anyway? [50]: You have a supply of Laughter laid in for a rainy day. It's not much, but enough to get you through a couple of dry months if you don't blow it all on props and clothes.

Whose Comfy Chair is it Anyway? [100] (Free for Contestant): You get a nice comfy chair to sit in. As long as you're seated in it you feel no fatigue. It appears wherever you are with a snap of the fingers and is always inconspicuously styled. No one will sit in your chair without your permission.

Whose Desk is it Anyway? [100] (Free for Host): A nice desk complete with office chair that appears wherever you need it. It has a phone that is always connected, all the standard office supplies you might need, an air horn, wahwah pedal, a water dispenser, snack drawer, and is waterproof to 15,000 feet. As long as you're seated at the desk, you are immune to all environmental conditions, up to and including the surface of the sun. How you survive getting there or getting away is up to you.

Whose Baby Grand is it Anyway? [100] (Free for Musician): This piano can appear anywhere and is always perfectly tuned. It carries surprisingly well. If summoned into an area it can't possibly fit in, it appears on a side platform that mysteriously appears and disappears with it. No one will find this odd, not even if you summon it in the bathroom or a phone booth.

Whose Stack of Cards is it Anyway? [200] (Discounted for Host): This is a stack of ideas for amusing little games. It's always fresh and new... or at least not completely played out, and guaranteed to get you a few laughs as long as you keep supplementing it with your own ideas. Rely on it too much and it will burn out.

Whose Buzzer is it Anyway? [400] (Host): This is a bell, buzzer, or giant red X that you can mount on any solid object. When you press it, everyone involved in a single activity within your sightline must stop what they're doing and pay attention to you for the next 30 seconds.

Whose Studio is it Anyway? [600] (Discounted for Audience): Your warehouse gains a deployable auditorium just like that used to film "Whose Line is it Anyway?" It has a stage, 4 cameras, a production booth, and seating for 250. You can summon comedians (up to 5 at a time) to appear on this stage, no matter what reality they're

from or you're in. They'll never notice they're not in their home reality and will disappear if you harm them or try and take them from the Studio. This Studio can also be used to summon the cast of small theatrical productions, as long as they can be performed on the relatively limited stage.

GAMES

Every Game you wish to be a master of costs 25 CP, but you gain 3 for free, 5 if you're a Contestant.

Every Other Line: One performer acts freely while another is given a book or play. That performer responds to the first by reading every other line of the work. The performer who is not reading must end the scene with an audience-suggested line. Played only in series 1, and once in series 4. Common on the radio edition.

Expert Translation One performer is an expert on a given topic, but can only speak a given foreign language. Another performer translates into English. Played up to series 4. Similar to "Foreign Film Dub".

Foreign Film Dub: Two performers enact a scene in a foreign language (usually using [accented gibberish](#)) chosen by the audience, while the other two performers "translate" into English after each line. This often results in the translators putting the acting performers in compromising situations by translating their gibberish in embarrassing ways. Similar to "Expert Translation".

Forward Reverse: Two performers start a scene, and two more later enter. Periodically the host will instruct the performers to go reverse (in my version, any one of the players can initiate the reversal), in which case they must reenact the performed scene backwards, and forward, in which case all reversed actions must be repeated in the proper order as originally. Only for the 2013 revival.

If You Know What I Mean: Three performers improvise a scene in which they make up as many innuendos related to the given topic as they can, ending each with the phrase "if you know what I mean."

Number of Words: The four performers act out a given scene. Each is also assigned a number, which is the exact number of words each must use at a time.

Questions Only: Two performers enact a given scene speaking only in questions, while the other performers wait off-stage, one behind each of them. If either performer speaks in a non-question, or takes too long to respond, the host sounds the buzzer (someone makes a buzzer noise) and they are replaced by the performer behind them. In early UK playings, the game was not a competition and involved only two performers. Similar to “Song Titles”.

Questions With Wigs: In this variation, the performers must act out the scene as a character dictated by the wig they are wearing. Played twice during the show’s original run, and once during the 2013 revival.

Questionable Impressions: In this variation, the performers must also do a different impression of their choice each time they enter the game.

Song Styles: Each comedian makes up a song one line at a time in a specific style

Three Headed Broadway Star: sing a song one word at a time

Additional Games: Hoedown, Infomercial, 90-Second, Alphabet, Props, Party Quirks, Greatest Hits, Scene to Rap, African Chant, Sound Effects with an Audience Member, Hollywood Director, Questionable Impressions, Song Titles, Weird Newscasters, Moving People, Fixed Expressions, Scenes from a Hat, World’s Worst