

Generic Bar/Tavern Owner 1.0 By Burkess

Welcome to Generic Bar/Tavern Owner. A world of bars and taverns.

You're now the proud owner of your own bar/tavern.

You'll need these.

1000 Beverage Points.

Locations:

1. A setting of your choice, but with more bar/taverns.
2. A world filled with bars and taverns.
3. Tavern Portal World. It's a planet that gives you access to portals leading to any setting that contains bars or taverns. You'll always be able to find your way back here.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Beverage Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

A Shoulder To Cry On: People vent about their problems to you and feel better after doing so. You'll know when to ask questions, when to make comments, and when to keep your mouth shut and let them speak. The more emotional pain someone is in, the easier it'll be to get them to open up, assuming they believe you won't use anything they say against them.

Comedic Timing: You have a precognitive sense of when a good joke is coming. You'll know in advance if someone else will tell a good one, or if the chance is near to set one up yourself. You speak in a hypnotic way that lets you push people to use words and phrases of your choice, letting you help set up a joke.

Flavor Profile: When thinking of an ingredient, you gain the full knowledge of what it tastes like, even if you've never eaten it before. If you imagine a meal, you'll know what the flavor and consistently will be like. It even works for drinks you imagine in your head but don't exist yet.

What'll You Have?: When you ask someone to come to a decision, their mind will weigh all the available options in nanoseconds and allow them to come up with an answer that would satisfy them.

Above The Noise: Grants the ability to isolate noises and hear things, regardless of how loud it gets around you. You're also able to project your voice and other sounds you make so that it draws more attention than other competing noise and is able to be clearly heard. You could have a whispered conversation in the middle of a crowded club with this ability.

Keg-Human: Grants gain keg physiology: you're able to transform any part of yourself into a keg. Not only that, but you're able to brew and synthesize liquids within yourself at a rapid rate, controlling every part of the process. This gives you many other assorted powers that would come from being made of kegs.

Upselling!: If someone has bought one of your products, it becomes many times easier to convince them to buy another. When selling a product, you'll instinctively mention features that the person would find attractive to help entice them to buy.

Tip Me!: You become aware of what actions you can perform that'll set you apart and give someone a service they'd feel happy to tip for. When focusing on someone, you'll know how much they're willing to give you and what conditions you'd need to meet to get it.

Booze Arts: Grants access to hydrokinesis, but limited to alcohol. You can control it and manipulate it as easily as you control your own limbs. Greater amounts of weight will require training, similar to how lifting weights makes someone stronger. This process will let you learn to control and move greater quantities of alcohol at once.

Fire Breath: Gives you pyrokinesis. The flames are weak when you're sober. You can burn off your own inebriation with flames. Getting progressively drunker gives you stronger pyrokinetic powers, scaling with the amount of alcohol in your system.

Angry Juice: Drinking alcohol enables you to quickly become angry and grow physically stronger. You get angrier and become armored when you take damage. This hardens your skin and creates a layer of hardened alcohol sweat that begins at being capable of snapping knives that strike it and progress as you take more damage. It consumes the alcohol in your system to power this ability, and it'll quickly deplete if you get hit too much.

Demon In The Bottle: You pour out roughly 40 ounces of alcohol. Then, focus on a target. A personification of that target's deepest regret and inner pain will emerge from the alcohol and fight under your command. Its strength is based on how painful the memory is and how unable the person is to move past it. If they're able to confront it and accept it, then the demon loses power. But if they aren't, then it'll be an incredibly potent tool against them.

Pouring One Out: Pouring 40 ounces of alcohol into, near, or on a wounded or dying ally will heal them. This also works on yourself. The process consumes the alcohol.

Disappointed Stare: If people respect you, they'll fear disappointing you and won't go against reasonable requests. If you demanded a guy take a taxi home instead of driving, he'd do it. Especially if you offered to pay for his taxi.

Bartender: You've got 10 years of memories and experience in being a bartender and mixing up all manner of exotic drinks, every single day.

A Head For Business: Gives you the skills and discipline to run your own business. You know how to balance the books, how to make deals, and how to expand your business and grow it further.

Blessings For Fools: People are significantly less likely to experience misfortune while drunk or otherwise inebriated/incapacitated. Especially if you gave them the stuff in the first place. People in properties you own automatically get this blessing, and you can pass it out to others at will.

No Fighting In Here: You're able to create no-fight-zones. This creates a mental compulsion within the zone to attempt to settle things peacefully. If that's not possible, someone will then feel a drive to take the battle elsewhere.

This One's On The House: If you do someone a good turn or help them in someway, if they'd desire to reciprocate and help you back, they'll find a way to do so. Fate will arrange for opportunities for people to do good deeds for you when you need it, if they'd help if they knew the situation.

Super Taster: You're a super taster, now. Your sense of taste and smell has been greatly expanded, and you get an itemized list of every single ingredient that went into something you consumed. It also tells you what percentage of each ingredient directly contributed to the flavor, consistency, and any other metrics you'd like to know.

Rough Customer: Grants a talent for dirty boxing and the use of improvised weapons. Hair pulling, toe stomping, eye gouging, and putting people through tables are second nature to you. You're a very competent boxer skilled in all the fundamentals, crossed with the ferocity of a violent hooligan who feels no pain.

Horrible Customer: You're an expert at the act of being terrible. By making a nuisance of yourself, you can get people to give you free things and drive those without truly thick skin to tears. You can sense weakness and know precisely how to escalate to wear people down, and know just how to badger, bully, and abuse your way to getting what you want.

This comes with a handy ability to shut off your sense of shame, guilt, and remorse. You could spend $1000 in an establishment, receiving world-class service the entire time. And walk out without leaving a tip. And feel absolutely nothing.

Literal Bouncer: You've got the ability to bounce things! It's the ability to add your momentum to a target and then send that target moving upon touching them. For example, if you ran at maximum speed towards someone while they ran at you, then you could fling them back the way they came, adding both your speeds together.

A Good Judge Of Character: The more time you spend around someone, the quicker you get an impression about their character. People's actions figuratively speak to you, and tell you more about who they are.

Items:

Jumper's Place: Free! It's your bar/tavern. It functions as both and has a design and aesthetic of your choice. There's a respawning collection of food and drinks here for you to sell, and it's got the furniture you need to operate.

Updating Licensing: Free! This license allows Jumper's Place to operate in any future settings for any of its services, unless that service is completely legally banned.

Replicating Wine Cellar: Insert money into this wine cellar, and it'll fill up with ancient drinks, long-lost to time. If someone brewed something previously, it will appear here. It also enables you to duplicate drinks by spending more money, equal to the value of said drink.

Do you have a rare, 100-year-old wine? You could buy multiple copies of it and then sell those at a profit! Or serve them in your bar for incredible prices.

The Tablet Of Brew: This is an ancient Mesopotamian tablet detailing the secrets of creating alcoholic beverages. Studying it will teach you how to create beverages out of things you have access to, even things you previously wouldn't have considered. And more importantly, it teaches you how to sell these beverages to paying customers, in an establishment that may or may not offer multiple services.

Gazing upon the tablet and wishing it so will cause the before mentioned insights to spread across the setting, and give a desire to become a tavern owner to all who would excel at it. The sorts of abilities you can find here will also become common as well.

Expansion Upgrade: Jumper's Place now expands and gains more space based on the number of people who enter it. This also duplicates things like furniture. If you wouldn't have enough tables, then this would give you enough tables. It also extends to other upgrades you've got.

Gang Upgrade: This gives you a 50 member gang who spends a lot of time in your facility. They're chill and protect your bar. They're model customers. Furthermore, they dissuade anyone from causing trouble because they look and are tough. You can send them on missions and have them do jobs for you, as well as expand their numbers.

Bouncers Upgrade: Some doormen who will throw anyone who gets too drunk and unruly out of the bar. What's special about them is that they're all palette swaps of the same person, and gradually grow stronger as the previous ones are defeated. Another one will spawn and join

the fight, making them invaluable at fighting off invasions. They exist in a hive-mind and can communicate with each other.

Captain Keg Upgrade: A disgraced superhero who gains a variety of different superpowers, each unique to the type of alcoholic beverage they consume. But because they're often drunk when using their powers, they create big issues. They use your bar as their headquarters. They pay you rent and can be persuaded to use their superpowers for your benefit as long as you keep selling them drinks.

Sidekicks Upgrade: Requires **Captain Keg Upgrade**. Captain Keg will now pick up two more beverage based superhero sidekicks in every setting you visit, and take them along with you. This works retroactively. These people have abilities based on drinkable liquids, similar to Captain Keg.

Inn Upgrade: This place is also an inn now. It comes with staff who take care of managing it and cleaning the place up.

Fantasy Upgrade: There's a shop attached to your facility that has a weapon shop, an armor shop, and an item shop. All of these sell magical items. If you have the **Inn Upgrade,** anyone who sleeps in one of your beds gets fully healed.

Distillery Upgrade: This place is also a distillery. There are experts here who are on the cutting edge to produce the best drinks possible. They can use ingredients you give them to create award-winning products.

Church Upgrade: There's a church attached to your bar/tavern. Besides performing services, if you have **Fantasy Upgrade,** the priests/nuns here can perform a ritual that will resurrect someone who has been dead for less than 48 hours by sacrificing money. All they need is (most of) the body.

Deity Upgrade: There's a minor god of bars/taverns living here. They'll grant blessings if people ask nicely. They have a domain over good drink and food, as well as the keg. And being merry.

Entertainment Upgrade: Your bar/tavern now has a band playing at it, as well as poets and comedians. There's a night dedicated to roasts. These people attract more customers and make it a more lively environment.

Restaurant Upgrade: Each purchase adds on two restaurants of your choice. By default, it will be an upscale restaurant and a bar and grill. They come with the staff to run them.

Nightclub Upgrade: Jumper's Place also has a nightclub now. There's several professional DJs on staff to play music, and you can also host concerts here.

Franchise Upgrade: Jumper's Place is now a franchise, and each purchase gives you two more locations. These locations are in fact Jumper's Place, simply having duplicated itself. All of them lead to the same place. Entering from one location enables you to leave and exit out of any other location.

Arcade Upgrade: Jumper's Place gets added arcade machines and has many games for people to play, including things like crane machines. It will periodically create new games for people to play in an attempt to bring in new revenue. The machines will appear and be heavily similar to whatever made the most money recently. You can ask it to produce specific games for you, and it will comply.

Casino Upgrade: This gives you an attached casino. It will make you a decent income from people coming here to gamble. There are private games that only the best gamblers are invited to for much higher stakes.

Airport Upgrade: There's an attached airport now. This comes with a private plane that'll fly you where you need to go. There are helicopters too.

Sentience Upgrade: Your Jumper's Place is sentient now and can manifest a physical avatar to interact with you in a humanoid body of their design. They are capable of moving and altering the shape of any part of their form and can cause the building to enter a battle mode with weapons, such as cannons, to defend themselves.

The building can grow arms and legs and is skilled in boxing, kick boxing, and mixed martial arts.

Closing Time: You and Jumper's Place are now as one, and you've merged the building with your soul. The strength of your fighting spirit and will to fight is now added to Jumper's Place's capabilities. This enables you to summon and dismiss it at will, and even develop its powers alongside your own. Your growth is treated as their growth, and in reverse.

The two of you can perform devastating combination attacks now, and you're able to share each other's senses. You both become intimately aware of what's happening with the other at all moments. In your case, you'd know everything that happens within any of Jumper's Place's facilities, as it happens. For Jumper's Place, they're aware of your condition at all times and will do whatever is needed to assist you.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Beverage tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Beverage points as you spent. They don't like you and want to defeat you.

Prohibition: Alcohol is illegal now, which really makes it difficult to be a bar/tavern owner. You can attempt to fight the legislation that makes it this way or sell underground.

Safe Drinking: You now have legal liability for the patrons you serve and their conduct after leaving the bar. Especially in the case of accidents. If someone gets hurt because they got drunk at your bar, you're responsible for that.

Lightweight: You become drunk after drinking a single beer. More alcohol than that will hit you progressively harder.

Hellish Customers: A portion of the people who come to your establishment will act like huge jerks. These entitled customers don't leave tips and behave abhorrently.

The Bar Wars: The Tavern Portal World has exploded, and it's caused portals to appear across the setting. These lead to all sorts of other places that also have taverns, and it's caused a colossal war as many people are fighting now that they learned other universes existed.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?