Generic Gamer Jump

v1.0
by Low_Hour

Magic. Telekinesis. Super strength and speed. There are many great powers out there, but few so great as the power of the Gamer, of unchecked growth. For though you may appear in this world weak, you will undoubtedly leave it as one of the most powerful beings it has ever seen.

What world you appear in, specifically, is somewhat less important.

You will get to decide that, as well as what form the abilities of the Gamer take in you.

You are whatever sex you wish to be. What age you are is up to you.

You begin with 1000 CP to spend on Perks and Items, as well as 1600 GP (Game Points) to design the Gamer System with.

Difficulty

Easy (+0 CP): This world is very low-level. Probably not that much more dangerous than the world you're originally from. There are few, if any, creatures of power here. Even if you haven't been through a Jump before, you'll be just fine.

Medium (+200 CP): Now this is a bit more like it. Things still aren't too dangerous — street-level, really — but at least there's *some* danger to be had. There are some beings to be wary of here and there, but nothing world changing. Not really anything to be overly concerned about.

Hard (+400 CP): Here's where things start to get really interesting. Power doesn't wait around *every* corner, but most, and there are plenty of beings with the power to lead armies and rule countries, even a few of world-shaking strength. This is a world meant to challenge you, and I think you'll find it's quite good at it.

Brutal (+800 CP): This is a death world. People die in droves every die; you'll be challenged at every moment. If you're not a Jumper of experience and power, you're sure to die, and even then…

Setting

Before we get to the good stuff, we should probably clarify what *kind* of world, specifically, you'll be going to. You may choose for free, or you may leave it up to a roll of the dice in exchange for gaining 100 CP.

You may, if you like, disregard these options and travel to a pre-existing setting; if the setting you choose has a Jump Doc, this Doc may be used as a Supplement.

1. Modern — A modern world. Potentially utterly mundane, depending on the Difficulty you selected. It probably looks a lot like the world you came from, though if you decided to go for Hard or Brutal, the similarity will be only surface-deep; you may select another Setting, what lies hidden in the shadows, for free.
2. Historical — Want something realistic, just in another time? No problem. Whether you want to travel to Medieval Europe or Classical Greece, to Ancient Asia or someplace even earlier, before the dawn of history, anything's possible.
3. Sci-Fi — Still a more realistic sort of world, for whatever that's worth when technology has advanced to the point of fantasy. Perhaps starships and artificial intelligences are common sights, perhaps giant mechas are the new favorite weapon of the military, or perhaps first contact or the singularity has finally been achieved. Whatever the case, the world just got a whole lot bigger.
4. Fantasy — Your standard fantasy world. There are elves and gnomes and dwarves, some dragons here and there, not to mention magic galore; you can decide how widespread these are. What will you do in a world where magic is real?
5. Comic Book — Whether you're a hero, villain, or something else, you're living in a comic book world now. Villains often stage attacks, and buildings are somehow repaired in a matter of days. If you picked Brutal, there will be global crises occurring once every few months, and unlike in the comics, these actually stand a good chance of ending the world. Or not, if you prefer something easier.
6. Horror — Whether it's mummies and vampires or Lovecraftian abominations and SCP entries, this is a world of horror. Be careful, Jumper. Who knows what hides around the corner or beneath your bed?
7. Occult — This is a world of angels and demons and devils. Perhaps they're similar to the common conception of good and evil, or perhaps there's a twist. But keep this in mind, Jumper: fools rush in where angels fear to tread.
8. Mix and Match — Want a fusion of these setting types, maybe even the whole kitchen sink? Perhaps there's something we failed to include? This option covers it.

Perks

Ordinarily, Jumps let you choose certain Origins, Backgrounds, or Archetypes, which not only define your place in the world but reduce the price of relevant Perks. Gamers don't really fit into such neat boxes, however — they tend to branch into all of them.

Whether you choose to be a Drop-In or to take the place of someone already existing, you may choose four 100-CP Perks to receive for free, along with three 200-CP Perks, two 400-CP Perks, and one 600-CP Perk to purchase for half the listed price.

100-CP Perks

Brute Strength: You are incredibly strong. You can lift cars straight up into the air with a bit of effort, and your punches can dent steel. This isn't just regular strength that's boosted to superhuman levels, either — it's a sort of Superman-style tactile telekinesis that ensures whatever you're lifting or holding won't fall apart under its own weight, also allowing you to catch objects or people falling from a great height without any harm done to you or them.

Lightning Quick: Well, not *that* quick, or anywhere near it, admittedly, but it's a cool name. Your top speed lies at about half the speed of sound, letting you cross multiple football fields in mere seconds. But there's a difference between being fast and being quick, and you're the latter — in addition to your incredible speed, your reflexes are instantaneous and incredibly precise. The deftness and dexterity you possess is beyond even a lifetime of training; other people occasionally fumble, but not you. You have a gymnast's flexibility and walk with a dancer's grace.

Tough as Nails: You're not quite bulletproof, but you *are* bullet-resistant — you could walk through a hail of the things and come out the other side with only a few small bruises to show for it. This toughness is not merely skin-deep — your durability extends all throughout your body to cover even your insides; there will be no being clever and targeting your eyes as a weak point, because you don't have any. And you're more than tough — you're vital. You can hold your breath for nearly half an hour before your lungs start to burn, you only need a few hours' sleep each night, and your endurance is such that you'd need to run a marathon before getting winded. Only the most deadly of diseases and poisons can slow you down. You even seem to heal faster, such that injuries that might incapacitate others for a week will only keep you down for a day or two.

Beautiful Mind: It's hard to really define what intelligence is, precisely, but you have it. Much of that which people mistake for high intelligence is in fact good memory, though you have that, too; the only way you'll ever forget something is if you want to, with all else remaining caught in the steel trap that is your mind. You're able to process more, your brain never seeming to get

overloaded, nor worn down by overuse; your processing power is such that you can follow two trains of thought at once. And, of course, you're able to make connections almost instantly where they can be made; you could make a passable impression of Sherlock Holmes.

Well of Wisdom: If intelligence gives you more options to choose from, then wisdom is the ability to choose the best of those options. This quality, too, is hard to describe, but you know it when you see it, and others see it in you. You certainly have what people call 'common sense', but it's not just that. It's as if you see things that others don't — you're able to accurately divine a person's feelings and innermost thoughts, including your own. It's perceptiveness and intuition, an attunement to the world around you. It's the ability to overcome your own biases and prejudices, such that to you they might as well not exist. It's clarity of thought and peace of mind. It's instinct and intuition. It's the ability to recognize what feels right and true and discern what doesn't make sense and why. It's being able to predict the outcome of events even far in advance. It's not making stupid mistakes, even those that don't seem stupid at first glance. It's the ability to make the right choice, if not all of the time, then almost all of the time. It's fuzzy, but no less important for it.

Silver Tongue: Well aren't you a charmer. You're able to wheel and deal with the best of them, thanks to an acute understanding of psychology as well as a keen insight into people's thoughts, desires, and motivations; you know how to make people laugh, cry, or feel just about any way you want them to feel, really. Unless what you say is blatantly and obviously false, it's all but impossible to catch you in a lie. You know just what makes a person tick and how to get them to do what you want, to even make them want to do what you want. You're able to be the life of the party one minute, put the fear of God into the whole room the next, then make everyone forget it ever happened. You have a startling grasp of local etiquette and customs, even those you'd have no way of knowing about beforehand. The only way someone is coming away with a negative first impression of you is if you want them to. It's just hard to dislike you, and the alternative is oh so very easy. It certainly doesn't hurt that you're probably the best looking person in the world. You even smell amazing.

The Devil's Own Luck: People often confuse good luck with winning the lottery or finding a hundred dollar bill on the ground, with having things just fall into your lap. This is a more everyday sort of luck, though you have a smidgen of the other sort, too. It's the sort of luck that, if it were less influential, would be so subtle as to be hard to point out as existing at all. It'll tilt chance in your favor, sure, guarantee that when you sit down for a card game, nine times in ten you'll have the best hand and the person you dislike most will have the worst. It'll mean the coin will always come up heads, except, of course, for when you want it to come up tails. But really, it's a smoothing out of the bumps in your life. It's a steady stream of good days, with bad ones few and far between. It's an assurance that random chance will never work against you or those you care about. It's the absence of any lucky breaks for anyone working against you. It's something hard to see in anything but the abstract, but it's unmistakably there, nudging all of the events in your life to be just a little closer to how you'd prefer them.

200-CP Perks

Tank: You were born to be a tank. No, not an army tank — a game-style tank, focused around taking the enemy's hits so your friends don't have to. It's not necessarily that you're tough, though you very well may be — attacks and hostile effects just seem to have less effect on you. Swords nick rather than slice, electricity treats you like you're made of rubber, altered gravity has a fifth the effect on you that it should, and so on; it's pretty weird how resilient you are to everything, but it's exclusively beneficial, so who cares? It's not just a matter of being able to take a bunch of hits without going down, though — you know how to redirect strikes to do the least damage to you they can. And, somehow, you're not only able to enrage your enemies so they attack you rather than anyone else, but you're able to do the same thing to their attacks, drawing them towards you regardless of their initial target so long as you're within range.

DPS: That stands for 'damage per second', by the way. Something you're great at dishing out. You have a knack for using your powers and abilities offensively, such that you could use even normally non-lethal powers totally new to you to deadly effect, as if you'd practiced with them for decades. You not only have an intuitive grasp of what sort of attacks would be most harmful to a particular enemy, but you're able to spot weaknesses and chinks in their armor with ease; if that weren't enough, your attacks seem to actively seek out their targets — and their weak points, if they have any — of their own accord. Your attacks seem to move faster and take less out of you, sword swings ignoring air resistance and fireballs requiring less fuel. Furthermore, your attacks seem to at least partially ignore defenses; this means that they do more damage than they otherwise would, sure, but it also enables you to hurt people with what they're normally immune to, even when it doesn't make sense, poisoning someone without a body or burning a fire elemental.

Support: What you lack in durability or direct firepower, you more than make up for in supporting ability. You have a good head for tactics and leadership, the mental skills you need to control the battlefield, but that's the least that this Perk has to offer. You also have some unconscious control over the battlefield physically, as yourself and your allies find easy footing and your foes keep tripping over roots and uneven ground. Additionally, you have an aura spanning a hundred meters all around you, with two powerful effects. First: should you apply any buffing abilities to an ally within range, all allies within range get the same effect; so, too, for debuffing enemies. Second: even without conscious intervention, your allies find themselves the beneficiaries of minor boosts; it's not that they heal faster or are tougher or stronger, though they are, a bit, as a side effect — it's that they, along with all of their abilities, simply become a little better. To put it in D&D terms, it's as if nearby allies gain a +2 to all rolls. And for enemies, it's the reverse, as all of their efforts seem to be worth just a little bit less. These things are tiny on their own, true, but you'll find that they quickly add up.

The Face: Have you ever heard of Diplomancy? It's being so good at social interactions that it's basically magic. You're not quite *that* good, but a person could be forgiven for thinking so. Your ability is simple, but powerful: you magically know just what sort of argument to use to persuade a person. That's it. If you can possibly persuade a person to do something or convince them of a certain way of thinking, you will know the best argument to make, tailored to them specifically, and even have an idea of the non-verbal cues — body language, your voice's tone and pitch — that will help to convince them. You can use this to try to persuade a single person at a time, or you can put it to work on entire groups; perhaps you will not convince all of the members of the group in this way, but a majority almost assuredly.

Rogue: You are a master thief. You can pick a lock, any lock, in a fraction of the time it should take you. When it comes to stealth, there are few better; you just seem to blend into the background, making it easy for people to lose sight of you even when you're actively attacking them. If you aren't doing anything to draw attention to yourself, then it's all but impossible for a person to notice you unless they're actively looking, and even then, it probably won't happen without some form of enhanced senses; this ability can, of course, be toggled. This stealth effect seems to be especially effective on your hands, though; you can actually force the effect to recede on all of you except for your hands, using yourself as your own distraction as you pick a person's pocket with them none the wiser.

Jack of All Trades: There's a time for specialization, and there's a time for generalization. Whenever you're working to bring a skill or ability you possess up to the level of another skill or ability you possess, you'll find the necessary work taking a fraction of the time and effort. Additionally, you are, by default, at least slightly above average in all skills, talents, and fields. You're not necessarily good at everything, but you're not bad at anything, and nothing that could be called a skill is barred from you. This effect applies not just to skills, but also to other, more natural qualities, such as strength or intelligence. It updates itself in future Jumps, too, dragging you up to meet the above average of whatever your species is in all respects; it includes vast outliers in its accounting as well, so if you go to Marvel, you won't just be as smart as the average person, not with people like Tony Stark or Reed Richards to skew the curve. There is nothing you can't do.

400-CP Perks

Experience Booster: It's not uncommon for a story to have its main character progress in power rapidly, far faster than anyone ever has. In the Gamer and the stories it's inspired, this trope is actually built into the main character's power. You'll have access to that even without this, but if you're looking to make even that look like chump change, then this is the Perk for you, as whatever development or training you undergo becomes a hundred times more effective than it otherwise would be.

Progressing Difficulty: It's very common for the amount of danger a character faces in a story, *especially* in games, to increase as the character grows in power. This trope is enforced and fiat-backed with you, ensuring that you'll never face a threat beyond your ability to deal with unless you actively go looking for it. So long as you don't do anything rash, any battle you're in will be one where you have a fighting chance.

Take Your Time: Some games have so many world ending threats you wouldn't believe. Life-extincting meteors, ancient and unstoppable dragons, angry gods, the works. But no matter how urgent the quest, the hero always has enough time before confronting the big bad to do side-quests, collect items, grind, or just stand around and do nothing. So, too, with you. You never have to worry about deadlines or time limits. You can take a pause on any task to go do something else without fear of consequences. If you have a deal to write a novel, your publisher won't care if you finish it on time or not. If there's ten minutes until a bomb explodes, you can go do something else for years before coming back to deal with it, with just as much time on the clock. If your friends are at this very moment about to fight a vastly more powerful opponent, you can take as much time as you like before joining them at the beginning of the battle. Truly, a procrastinator's dream come true.

Min-Max: It can be fun trying to optimize your build to get the best stats, but if you're playing with others, sometimes it can take the fun away; it's something of a different case, though, when it's all real, and the difference between being optimized or unoptimized can also be the difference between life and death. Well, now you can optimize anything. You know what abilities you or others need to focus on training to get the best results. You know how to use each of your powers in the most efficient manner possible. But it's not just fighting ability that this covers — you know how to design systems to get the most use out of them for whatever given purpose, too, be it systems of government, organization, or something else.

600-CP Perks

Hyperspecialization: There's focusing in a few specific areas, and then there's this. Select a single skill, ability, power, Perk, whatever. At base, two things happen. A: the chosen ability progresses as if you're training with it all the time, even when you're doing nothing; if you were to actively train with it, the rate of growth would be effectively doubled. B: the rate of growth and development for the chosen ability is multiplied by a hundred. Now, keep in mind that that's just at base — both of these boosts increase gradually but exponentially the longer you focus on a single ability. Give it a few days, and the rate of growth will be multiplied by two hundred; a month, and by a thousand. You can change what ability you're focusing on at any time, at the cost of resetting the boosts.

Master of All: Specialists focus on depth at the expense of breadth; generalists focus on breadth at the expense of depth. But what if you could focus on a single ability and have it benefit all of them? When you train one skill, ability, or power, that training and development applies not just to it, but to all of the skills, abilities, and powers you possess.

Gamer System

Here is where you design the System that your Game runs off of.

You have a stipend of 1600 GP (Gamer Points) to do it with. CP may be converted to GP at a 1:1 ratio, but GP cannot be turned into CP.

HUD/UI (Free/-50 GP)

Really the only thing absolutely necessary to the Gamer. For free, you get a heads-up-display and basic and intuitive user interface in the form of little floating squares of light invisible to anyone else; whatever stats or settings you have, you can navigate to and view them with a touch.

If you choose to pay 50 GP, then not only is the UI tailored to you specifically, but you can direct it mentally rather than vocally or physically.

Miscellaneous Settings (-50 GP)

Want to have background music? Subtitles? To be able to view the world from a third person perspective without compromising your ability to move and interact with things? This is the purchase for you. Any miscellaneous, not that helpful options that you might find in a game's setting menu are available here.

Gamer's Body (-50 GP)

One of the staples of the genre. You have the body of a video game character. No matter how injured you are, your body's functionality isn't impaired. You are able to function at peak capacity on six hours' sleep. When you sleep for at least six hours, you are completely healed and rejuvenated. Negative conditions such as illness, paralysis, or loss of limb are treated as negative status effects and also fade after six hours' sleep.

Gamer's Mind (-50 GP)

Another staple of the genre. You have the mind of someone playing a video game. You are immune to absolutely anything that might affect you mentally, be it drugs, mind control, or something else. You don't suffer from mental exhaustion. Furthermore, you will always keep your cool and never be overwhelmed by emotion — this explicitly does NOT reduce your ability to feel emotion in any way, just enhances your self-control so that you're never overcome by it.

HP System (-50 GP)

HP standing for ‘health points’. The state of your physical health quantified. While you’re completely unharmed, it’s at full; as you get hurt, it will go down. Depleted HP will recover over time. You’ll see other people’s HP floating above their heads.

If you’ve purchased **Gamer’s Body**, then any injury you take, even if it’s lethal, is instantly repaired so long as you have enough HP left. HP will recover completely after six hours’ sleep.

If you’ve purchased **Levels**, then when you level up, your HP is restored to full, and its max amount is increased.

MP System (-50 GP)

MP standing for ‘magic points’. You have access to mana, the energy through which magic is enacted, and therefore you are capable of magic. Is probably a requirement for the use of certain skills, magic ones definitely. Depleted MP will recover over time.

If you’ve purchased **Gamer’s Body**, then depleted MP will recover completely after six hours’ sleep.

If you’ve purchased **Levels**, then when you level up, your MP is restored to full, and its max amount is increased.

SP System (-50 GP)

SP standing for ‘stamina points’. Your physical stamina quantified. May be a requirement for the use of certain skills. Depleted SP will recover over time.

If you’ve purchased **Gamer’s Body**, then depleted SP will recover completely after six hours’ sleep.

If you’ve purchased **Levels**, then when you level up, your SP is restored to full, and its max amount is increased.

Eat My Way to Victory (-50 GP)

You may recover health and stamina by eating food; the more well-prepared the food, the more you recover.

Mini-Map (-50/-100 GP)

For 50 GP, there is a 2D map in your HUD, filled in as you explore the area.

For an additional 50 GP, you may make the map 3D.

Threat Cursors (-50 GP)

The **Levels** option below gives you a good idea of how dangerous enemies are in general, but not how dangerous they are to you in particular; if you're immune to fire and heat, then a Level 23 cryomancer could be more of a threat to you than a Level 56 pyromancer. To remedy this, you'll see cursors floating above people's heads, with colors signifying how dangerous they are to you specifically.

White means they couldn't possibly harm you. Black means you couldn't possibly harm them. In between white and black, the cursors run a spectrum from green to red, bright green meaning 'they can theoretically kill you', and dark red meaning 'you can theoretically kill them'. In the middle is yellow, where the odds go either way.

Levels (-100 GP)

You begin at Level 1. You earn experience by defeating things, more if you kill them, and once you earn enough, you level up. When you level up, you are completely and totally healed and rejuvenated. You can see a person's level, a rough indication of how dangerous they are, floating above their head, so long as it is not at least 50 above yours. There is no level limit, but the higher your level, the more experience you'll need to reach the next one.

Is admittedly not that useful in and of itself, but becomes very useful when combined with other options.

Attributes (-100 GP)

Statistical measurements of your attributes, the classic examples being strength, dexterity, vitality, intelligence, and wisdom. Attributes may be improved through training them, though the higher they are, the harder they are to improve this way. First purchase gives either six broad attributes or twelve narrow ones; broad attributes can be exchanged for twice as many narrow ones, and the inverse is also true. Attributes begin at 10.

You may pay an additional 50 GP to get another broad attribute or two narrow ones.

If you've purchased **Levels**, then when you level up, you gain a fixed amount of attribute points (one less than the number of attributes you possess) that you can spend to improve attributes.

Skills (-100/-200/-300 GP)

For 100 GP, any ability or skill you possess becomes a Skill, with a skill level from 1 to 99, increasing in power and efficiency as it levels up, done by gaining enough experience, which is gathered by using the skill; generally, the more powerful and useful a skill, the slower it is to level up. You may gain new skills by performing relevant actions; for example, throwing a knife might earn you the skill 'Knife Throwing'. Skills will not deteriorate with time or disuse.

For an additional 100 GP, once a skill has reached Level 99, it may 'prestige', granting you a similar but much more powerful skill at Level 1 without taking away this one or, occasionally, traits, if you've purchased the option. Prestige skills may themselves prestige. Prestige skills are especially difficult to level up.

For an additional 100 GP, you may 'combine' certain skills into a new one, without actually losing the ingredient skills.

If you've purchased **Attributes**, then upon raising an attribute to a multiple of 50, you will gain relevant skills, one for how many times the attribute is divisible by 50. Many skills will scale in power with specific attributes.

Observe (-100 GP)

A unique skill that uncovers basic information about whatever or whomever it targets. Will uncover more information as you develop the skill. You may make it free or you may make using it cost something, with the benefit to the former being obvious, but the benefit to the latter being that the skill is easier to improve. Information regarding individuals significantly more powerful than you — roughly 50 levels' worth — is sparse.

Skill Books (-100 GP)

Despite the name, does not require the purchase of **Skills**, though there is obviously synergy. If you come across an instructive manual or book, you may dissolve it in order to gain access to the ability contained within. Many skills will require a certain amount of a specific attribute for you to be able to learn them.

Traits (-100 GP)

Traits are any unusual qualities about yourself that wouldn't really qualify as an ability or skill improvable through training or practice, ex. accelerated rate of growth, 1-ups, poison immunity, etc.

If you've purchased **Levels**, then the power of traits with a quantifiable effect will increase the higher your level is. Every ten levels, you will gain a new trait relevant to how you earned those levels.

Titles (-100/-200 GP)

For 100 GP, you have access to Titles, which are, well, titles awarded for doing particularly noteworthy things. Each title confers certain abilities on you while equipped; 'Dragon Slayer', earned for killing one hundred dragons, might make you particularly adept at killing more of them. You are able to see a person's title floating above their head.

By default, you are only able to equip one title at a time, but if you've purchased **Levels** and pay an additional 100 GP, you may equip an additional title for each 25 levels you possess.

Inventory (-100/-200 GP)

You have a pocket dimension arranged like a video game inventory. You can store an unlimited amount of things in it, provided each of them is something you can physically carry. Items in your inventory are placed in a sort of stasis, so that if you put a hot beverage or wet towel in it, the beverage will not grow cool and the towel will not dry; strangely, any watches placed in your inventory will keep up with the current time.

You also gain access to an equipment screen, from which you can equip yourself with items directly from your inventory without going through the hassle of taking them out and physically putting them on.

By default, you are not able to store living, sapient beings in your inventory, but you may if you pay an additional 100 GP.

Loot (-100 GP)

If you kill something, you will gain money proportional to how dangerous the thing you defeated was. You may also gain items, sometimes magical, their power also proportional to how dangerous the thing you defeated was.

If you've purchased **Skill Books**, you may also gain skill books containing abilities relevant to the thing you defeated.

If you've purchased **Inventory**, you may have your loot appear in it automatically.

Quests (-100/-200 GP)

For 100 GP, you may undertake quests in exchange for certain rewards upon completion, such as powerful items or notoriety.

For an additional 100 GP, you receive step-by-step instructions on the things you need to do to complete individual quests. If you've purchased **Mini-Map**, the mini-map will display the locations you must travel to.

If you've purchased **Levels**, quests will always award experience, with how much depending on the quest's difficulty.

If you've purchased **Traits**, quests will occasionally award traits relevant to the completed quest.

If you've purchased **Titles**, quests will occasionally award titles relevant to the completed quest.

If you've purchased **Skill Books**, quests will occasionally award one relevant to the completed quest.

If you've purchased **Classes**, quests will rarely award a unique one relevant to the completed quest.

Achievements (-100 GP)

If you achieve certain notable milestones (ex. having 99 skills reach Level 99), then you will receive achievements along with rewards commensurate to the achievements' difficulty.

If you've purchased **Levels**, achievements will always award experience.

If you've purchased **Titles**, achievements will often award relevant titles.

If you've purchased **Traits**, achievements will sometimes award relevant traits.

If you've purchased **Classes**, achievements will rarely award a relevant, unique class.

Dating Simulator (-100 GP)

Well, you don't *have* to use it for romance, but let's be honest, that's what Jumpers usually use it for. Your relationships with other people are quantified. When interacting with others, you receive conversational prompts, some good, some (sometimes very obviously) bad and to be avoided, with the presence of the latter decreasing as the relationship progresses. Relationships may become temporarily strained, but will not deteriorate with time, and you'll have to seriously mess up to make a relationship actively decrease.

Pause Function (-100 GP)

You may pause and unpause time at will. You may not move or do anything but think while time is paused in this way.

Magic System (-200 GP; requires **MP System**)

A mage's best friend. With the **MP System** and **Skills**, you become capable of picking up any magic spells you come across, but if you want something a bit more friendly to the System or are going to a world without magic, this is the purchase for you.

Built into the Gamer System is a magic system specifically designed for it. You start off with a bunch of basic spells, and as you learn more spells and grow more proficient with them, you'll automatically become capable of more advanced ones. The kicker? There are no arbitrary limits, no ranks of magic beyond which you can never advance; you will never stop learning.

Ki System (-200 GP, requires **SP System**)

A fighter's best friend. Where magic manipulates and relies on mana for fuel, this option does the same for ki, also called qi, chi, or life energy, here represented by SP. Basic techniques include enhancing your physical aptitude, but with enough training, you will be able to use it to enhance spells or even concepts, achieve feats of legend like parting an ocean or eluding death itself, or even manipulate the ki of others to strengthen, weaken, or control them.

You start off with a bunch of basic techniques, and as you learn more techniques and grow more proficient with them, you'll automatically become capable of more advanced ones. The kicker? There are no arbitrary limits, no ranks of ki manipulation beyond which you can never advance; you will never stop learning.

Crafting System (-200 GP)

You can sacrifice certain items to create from them a greater whole. Craft potions, forge weapons, build battlements, and more.

Gacha (-200 GP)

Once per day, you may make a spin of the gacha, winning a random amount of money, a randomly useful item, or, depending on your purchases, levels, attribute points, skill books, titles, traits, or unique classes. Also, sometimes, extra gacha spins.

The range for how valuable the possible rewards are is immense, but the average will always be slightly useful to you, no matter how powerful you are, and no matter how worthless, will never be something negative. On some days you will win a stick, on others the Infinity+1 Sword.

As this feature is entirely dependent on luck, who knows how it would be affected by something like a luck stat?

Store (-200 GP)

There is a store accessible through the UI through which you can spend money to purchase useful items, as well as, depending on your purchases, levels, attribute points, skill books, titles, traits, unique classes, and gacha spins. Cost naturally scales with the value of the commodity in question.

Instant Dungeons (-200 GP)

You may enter and exit 'IDs', or 'Instant Dungeons', at will. By default, IDs are barren reflections of the real world, and you will appear in it in the same location you enter it from the real world, and you will return to the real world in the same location that you exited the ID. You can bring others into the ID with you, provided they consent.

With practice, though, you can cause IDs to generate non-sapient monsters to fight and train against, and the more proficient you grow, the more powerful you can make the generated monsters; once you defeat enough monsters, a boss monster may appear. With practice, you can cause the ID to take the form of new locales like forests, mountains, tundras, or even D&D-style dungeons. With practice, you can even cause time to pass faster in the ID than outside in the real world, allowing for more efficient training.

Party System (-200 GP)

You may invite others to form a 'party', though no more than nine people excluding yourself. Party-members may communicate to each other through text entered through the UI and will be automatically alerted when a fellow part-member is under attack. Party-members are not subject to friendly fire, and need not worry about accidentally harming one another.

If you've purchased **HP System**, **MP System**, **SP System**, **Mini-Map**, **Threat Cursors**, **Levels**, **Attributes**, **Skills**, **Traits**, and/or **Titles**, then party-members will automatically gain access to those as well for as long as they're members of the party.

If you've purchased **Levels**, then you can mess around with how experience is distributed among the party. For example, you could make it divided equally, divided according to level favoring those of a higher level, divided according to level favoring those of a lower level, or divided according to who did how much damage.

Classes (-200/-300 GP; requires Levels)

For 200 GP, you have access to classes, ex. Bard, White Mage, Black Mage, Rogue, Barbarian, Knight, etc. Each class has a 'tree' of branching abilities that suit the class, and each time you level up, you may select one of the next available abilities on the tree to learn.

You may change classes at any time, retaining any abilities you've gained from them, at the cost of resetting your level to 1 for the new class, with the obvious cascading effects for things that rely on your level, like HP, MP, SP, or traits; if you switch back to an old class, your level will change back to what it was when you switched out of it.

For an additional 100 GP, once you have enough levels in certain prerequisite classes, you will gain access to much more powerful 'prestige' classes.

New Game+ (-600 GP)

Once either the Jump has ended or 10 years have passed since the start of the Jump, whichever comes first, you may choose to be sent back in time to the start of the Jump, retaining any improvements, powers, or items you have gained since then.

Save Slot (-600 GP)

You can 'save' a point in time, to which you can return at will, and may do so automatically upon death. You may save new points in time at the cost of replacing the old one, and you can only have a single one saved. Once a save is used, it is deleted, and a new one cannot be made until either the Jump has ended or 10 years have passed, whichever comes first.

Flaws

Flaws are a lot like Drawbacks, in that they give you extra GP to spend for each one you take. Unlike Drawbacks, Flaws are inherent to the System, and remain active even after the Jump has ended.

Limited Inventory (+50 GP; requires **Inventory**)

Your inventory has a weight limit — once the total weight of all the items in it must not exceed the amount you could lift naturally.

Limited Quests (+50 GP; requires **Quests**)

You may not have more than 10 quests active at a time.

Cooldown (+50 GP; requires **Skills**)

Any active skills you possess — that is, skills that must be deliberately activated to use — have a cooldown before they can be activated again. This cooldown will decrease as you level up the skill.

Plugged Leak (+50 GP; requires **Party System** and **Levels**)

If there's more than a difference of ten levels between the highest-level party-member and the lowest-level party member, then experience is automatically distributed according to who did how much damage.

RNG (+100 GP; requires **Levels** and **Attributes**)

Instead of getting a set number of attribute points when you level up and getting to pick which attributes you invest them in, you gain a random number of attribute points when you level up, and they are automatically placed in whichever attributes you made the most use out of.

Inescapable (+100 GP; requires **Instant Dungeons**)

There will often be certain conditions preventing you from leaving IDs until those conditions are met, ex. you can't leave until you've killed a certain amount of monsters.

Monoclass (+100 GP; requires **Classes**)

You are restricted to a single class, and you cannot switch out of it.

If you purchased the upgraded version of **Classes**, then rather than gaining prestige classes once you have enough levels in the prerequisite classes, you will automatically prestige into a more powerful class upon reaching Level 99 in your current one.

Cast From Hit Points (+200/+300 GP; requires **MP System** and/or **SP System**)

For 200 GP, any abilities you have that would require a source of fuel such as MP or SP instead are deducted directly from your HP, even if you didn't buy **HP System**; to use any of your powers with a cost, it'll mean hurting yourself.

For an additional 100 GP, this applies to even abilities without a cost.

Sociopath's Mind (+200/+400 GP; requires **Gamer's Mind**)

Remember when we said that **Gamer's Mind** didn't dampen your emotions, just gave you enough control to not be overcome by them? Well, unfortunately, that's not true anymore — for 200 GP, you can't feel emotions at any intensity significant enough to compromise your thought process.

For an additional 200 GP, you can't feel emotion at all unless it's very low-intensity or only in brief flashes.

Buggy (+600 GP)

The System sometimes — not all the time, but sometimes — glitches. Text will be blurred. You'll dodge an attack but still be hit anyway. You'll be walking through an empty hallway only to become stuck in an invisible wall; sometimes an actual wall. You'll start walking, but you'll look like you're kneeling while doing it. Sometimes this will be beneficial, letting you do things like walk through walls, but most of the time it will just be annoying.

NPCs

Player Two (-50 CP per Import)

You may pay any multiple of 50 CP to Import one Companion for each 50 CP spent. Each Companion begins with 600 CP and 1600 GP.

It's a Party (-200 CP)

You may Import up to nine Companions. Each Companion begins with 600 CP and 1600 GP.

Helpful NPC (-100 CP)

A person native to this world who stands out in some way from everyone else. Will become great friends with you and would love to join you on your Journey.

Final Boss (-300 CP)

A being of immense power, with all the abilities you might expect a video game's unfair final boss to have.

Drawbacks

There is no hard upper limit to how many Drawbacks you may take or how much CP you may earn from them.

You may, if you wish, take a Flaw as a Drawback for half the listed reward.

The Long Grind (+200 CP)

Any training or development of your powers, skills, and abilities will take ten times as much time and effort to achieve the same results.

Escort Mission (+300 CP)

You're stuck with someone or something totally weak and incapable of defending itself that *you* have to protect. If they die, it's an automatic Chain-fail.

Dump Stat (+300/+400 CP; requires **Attributes**)

Select a single attribute. You cannot advance this attribute beyond 10. If it is a broad attribute, you gain 400 CP; if it's a narrow one, you only gain 300 CP.

You may select additional attributes to be restricted in this way; for each additional broad attribute, you gain 100 CP, while for each additional narrow attribute, you gain 50 CP.

Starting Equipment (+400 CP)

You are limited to totally mundane starting equipment: a copper sword, a linen shirt and pair of pants, and sandals. You cannot use any other items.

Speedrun (+400 CP)

You're only staying 1 year in this Jump, not 10. You'll face the same amount of action, though, as all of the events that *would* have taken place over the course of 10 years are instead compressed into the one you'll be staying. Good luck finding downtime.

Pacifist Run (+400 CP; incompatible with **Genocide Run**)

You cannot kill anyone this Jump. You literally, physically cannot.

Genocide Run (+400 CP; incompatible with **Pacifist Run**)

You must kill any non-Companion you catch sight of. Anything for those experience points, am I right?

What, You Thought You Were Special? (+400/+600 CP)

For 400 CP, it's not just you who has access to the Gamer System — at the time of your Insertion, everyone in the world gains access to it. Side-note: if you're Importing Companions, this means that both of you can contribute to the same System and reap the rewards, just so long as you're aware that everyone else will reap the rewards, too.

For an additional 200 CP, the Gamer System has actually been active in this world for a long, long time; there already exist a great many people who have been training with it for decades, and unless your rate of growth is enhanced in some way, you're unlikely to ever catch up.

New Game (+600 CP)

You lose access to the Warehouse, along with all out-of-Jump abilities, Perks, and Items.

Low-Level Run (+600 CP; requires Levels; incompatible with **A Rival Approaches!**)

You will never advance beyond Level 10.

A Rival Approaches! (+600/+1000 CP; requires Levels; incompatible with **Low-Level Run**)

For 600 CP, there is a person out there who has access to the same Gamer System that you do. As you gain experience, so do they, and vice versa. Problem is, they hate you; they will do everything in their power to foil your every plot and scheme, tear down everything you have built, and, of course, kill you.

For an additional 400 CP, they gain experience as you do, but you don't gain experience as they do; you will always be outmatched.

Scenario: **The Sky's the Limit**

Prerequisite

- Have purchased **Levels**

Requirements

You must become the very best, like no one ever was.

Depending on the Difficulty you selected, the highest level of a native to this world may vary wildly. But whether the most powerful person in the world is Level 25 or Level 250, you're going to have to go even higher.

To succeed in this Scenario, you must become the highest-Leveled person in the entire Jump.

Reward

The Gamer System effectively acts as an unlimiter, depending on the options you pick. But even if you don't have a hard cap to how high you can rise, there are probably a few soft caps. The higher your level, the more experience you need to level up again; same with skills levels. The higher your attributes, the harder it is to improve them through training.

Not anymore. Now, no matter how powerful you grow, it will always be as easy to improve as when you were weaker. It doesn't matter if you're Level 1318 — you'll still need as much experience to get to Level 1319 as you did to get from Level 1 to Level 2. It doesn't matter if an attribute is over 500 — improving it will take as much effort as raising it to 11 did.

You simply don't face diminishing returns, of any sort.

Scenario: **Skills Aplenty**

Prerequisite

- Have purchased **Skills**

Requirements

There are skills for just about anything. Knife-throwing, basket weaving, specific martial arts, driving, doing the dishes, etc. There are magical skills, too — blizzard and fire, thunder and sleep. You gain skills for performing specific actions, but even so, you'll probably need to seek out a few skill books, get your skills to prestige, and hunt down every skill you can to meet your quota:

You must possess at least 1001 skills by the end of the Jump.

You don't have to master them, they don't have to be above a specific level, but even so, it's going to take a lot of work to acquire that many.

Reward

For the triumph of having acquired over 1000 skills, you become capable of creating more. You may, once per day, through a truly staggering expenditure of power, create a single skill as you desire. More powerful skills will obviously require more power to create and more power to use.

The skill you create may not exactly fit what you pictured in your head, but it will at least be pretty close.

Some things, such as skills that themselves grant powers and skills, as well as omnipotence, are banned for obvious reasons.

Other than that, go nuts. You've earned it.

End Choices

Stop Playing: You've had enough of this game, and have decided to go home, all of your powers, abilities, Perks, Items, etc. intact.

Keep Playing: You've found your new favorite game and can't bring yourself to stop playing. You're staying here.

Play the Sequel: You're looking forward to the next installment in the series.

Notes

Example Attributes

These are all purely examples, and there are many more potential attributes out there. Whether an attribute is ‘broad’ or ‘narrow’ is up to interpretation — this is merely how I, personally, view them.

- **Strength:** a narrow physical attribute regarding strength and lifting capacity
- **Dexterity:** a broad physical attribute governing coordination and speed
- **Deftness:** a narrow physical attribute regarding coordination; how good you are at hitting things
- **Agility:** a narrow physical attribute regarding speed; how good you are at avoiding being hit
- **Vitality:** a broad physical attribute governing health, durability, and endurance
- **Intelligence:** a narrow mental attribute regarding book smarts
- **Wisdom:** a narrow mental attribute regarding street smarts
- **Charisma:** a broad social attribute governing physical attractiveness and sociability
- **Luck:** a broad attribute governing how lucky you are; how often good things happen as opposed to bad, the value of loot you get from defeated enemies, how often you score critical hits, etc.
- **Magic:** a broad magical attribute governing all things magical; how powerful and effective your spells are, how resistant you are to magical attacks and effects, how fast your spells are, how much MP you have, how fast your MP regenerates, etc.
- **Resilience:** a narrow defensive attribute regarding resistance to unusual effects such as extreme temperatures or altered gravity
- **Willpower:** a narrow mental attribute regarding your own strength of will and resistance to mental attacks; probably not necessary if you have **Gamer’s Mind**, but might be useful if you had a Green Lantern Ring

In the original manhwa and most of the fanfics it inspired, the attributes Intelligence and Wisdom related to magical power, and you could permanently increase your max MP through a skill called Meditation. But there’s no indication of that being true for the System you make anywhere in the Doc. What’s up with that?

You can still have that be true, if you want. Personally, I found it a bit overpowered even considering how OP the Gamer ability is, I thought it made Intelligence and Wisdom too important and powerful relative to the other attributes, and I didn’t think it made much sense, which is why I excluded that in the Doc itself, but I couldn’t stop you even if I wanted to, so. Go nuts.