

Xcrawl

Jumpchain compatible

Created by Constantine

Intro: Welcome to Xcrawl, Jumper! This world *looks* much like the one we all know, at least

geographically. Politically, however, it's very different. But there's one thing almost everyone seems to agree on, and that's that sporting events are cool. From the world-wide aristocracy system to the clergy capable of actual Miracles, from the law-abiding Commoner class to the criminal elements of the world? There is one sport sweeping the world slowly but surely.

The **Xcrawl**. Inspired by a board game played with miniatures and dice and rules galore, the Xcrawl showcases skills long-since thought to be obsolete after the Industrial Revolution and the various innovations in weapons technology, giving a revitalization to the social unity of the North American Empire and overtaking all other sports in both popular support, government funding, and celebrity culture.

The Xcrawl is effectively professional Dungeon-Crawling, televised on Pay-Per-View and monetized with prizes for 'clearing' rooms, putting on a good show, and being entertaining to the occasional live-audience. It's the modern day gladiatorial ring where you can blast an opponent with a Fireball, Heal your teammates, or pick the lock of an ancient-looking chest all in pursuit of the 500gp gift card for Hot Topic. Dungeon Judges (DJs) create the layout, stock it full of monsters and traps, and the party must get through them, not only to survive, but to WIN!

Xcrawlers, members of the Adventurer's Guild (the Guild that oversees the Games as a whole under the oversight of Emperor Ronald I,) fall into several categories. Jammers who work the crowd and interrupt their enemies with mad riffs, rap-battles, and scathing insults. Blasters, who study arcane magic not for the academic progress but for the flashy spells they can throw about to really wow the viewing (paying) audience. Brawlers, who rush headlong into the thick of combat using fists, feet, or close-combat weapons to really give the 'blood' in 'blood sport.' Messengers, who channel the power of the Gods to grant blessings, heal allies, and smite their foes. And finally Specialists, who deftly disarm deadly traps, pick locks, and stab enemies in the back.

You'll be spending 10 years in this world of sports, celebrity-intrigue, and High-Fantasy mashed into a modern world layout. Take these. You'll need them.

1,000 Celebrity Points (CP)



Origins

Drop In (Free): You just showed up in one of the walled cities in the North American Empire, eh? Well. Don't worry too much. The Temples have been made aware of your entry, and allowances

have been made for a Commoner's life. You get to see the world from the perspective of the 'Every man.' Beholden to the Nobles, but free of any pesky memories, will you live normally, dealing with the Fantasy Xcrawl League (Like fantasy football, but with kill-counts!) or will you just set up a business? It's up to you!

Little Leaguer (Free): Graduating college is enough of a pain, but you managed to get a scholarship so long as you joined the college-level Division IV Xcrawl team. You went through secondary school, and have much better prospects for your life than a normal commoner (Comparable to some minor nobles!) but you've yet to break through into the Division III (Professional) League. Still, you're also expected to get that degree.

Professional (50CP): Graduated? Maybe. Maybe not. Maybe you're just talented enough to get onto a team right out of High School. No matter how you've managed it, you're on a professional team, and you've begun to learn how to work that Fame and use your skills to get those most lucrative of contracts... Sponsorships.

Dungeon Judge (100 CP): Dungeon Judges are known as many things. Sadists, monsters, creative mad geniuses. All of the above. Dungeon Judges have an intense role to play in The Games. They are the ones who set the stage, and you, after years of design, pitching ideas, and scraping up support, have managed to join this exclusive circle of nutjobs. You are the Show-runner, the shot-caller for the monsters, the designer of the layout, and the trap-master. You are the one who has to beg corporations and Nobles for funding and prizes… And you're the one who has to make sure the idiot crawlers don't just straight-up die before the crowd gets entertained.

Noble (Human or Half-Elf only, 200CP): 10% of the population live lives of luxury while the rest toil and sweat... or so the commoners think. Being a Noble is hard work! You have lands to manage, businesses to run, and a political structure no less labyrinthine than ancient Rome to navigate. Some Noble Scions join the Xcrawl as a way to rebel, others do it to get away from overbearing parents for a few short years, still others do it seeking glory... And some just fund it to keep the masses entertained and not looking at them.

Races/Classes

Members of all races live within the North American Empire, but it is at its heart a human-run government. Orcs and Half Orcs, after the last war with Zura'ah'zura, the underground realm of the Orcs, Drow, Mind Flayers and other horrid things, have been relegated to Orc City 1 or Orc City 2, and are not allowed out save to participate in Xcrawl... Though exceptions can exist for popular 'heroes' in The Games.

Elves are pseudo-nobles. Long-lived, the younger generation just coming to the public eyes were around when Emperor Washington I first took the throne. Their looks and long lives means many a noble wishes to have their bloodlines joined, taking pride in slightly-pointed ears or slightly longer lives.

Almost any Race is acceptable, as long as one can find them on the Pathfinder SRD. Anything with Extra-Planar origins (Tiefling, Genasi, Aasimar) are technically illegal in the N.A.E. territory due to the nation's strict laws against extra-planar contact, travel, or summoning.

Classes are similar, though as a note: Nothing 'modern' may be used within the Xcrawl. No Gunslingers, and there are equipment restrictions based on one's Division, making Alchemists heavily restricted.

Character Level begins at 1, but may be bought higher (See Perks.) Basically, design a level 1 Pathfinder character, and that's your new form/life.

See Notes at the end of this document for Division restrictions on equipment.

Location

Choose any location in the N.A.E. for free.



Perks

As normal, Origins gain their 100 CP Perk for free. All others within the Origin are Discounted (50% off.)

General (Undiscounted)

Level (50 CP)

Starting Level is 1? Pfeh! Screw that. You want to start higher? Here ya go. Remember that your Level helps to determine which Division you're in. Each Purchase increases your Level by 1.

Division IV: 1-3 (Training weapons, non-lethal spells, and medics on standby.)
Division III: 4-7 (Real weapons, lethal spells, and Pay-Per-View.)
Division II: 8-11 (Real weapons/Spells, fewer restrictions on equipment, and better money.)
Division I: 12-16 (Even fewer restrictions on equipment, and you can basically write your own checks.)
Unlimited: 16+ (Only 4 events per year, but each one has a minimum prize-pot of 1 million GP, with no restrictions on gear level whatsoever… for you OR the DJs.)

Normal Level rules: You may gain 3 levels in any given Season, so long as you are actively pursuing ways to improve, such as expanding your businesses, looking after your lands, going to school, or taking part in the Xcrawl. Fanwank responsibly.

Feats (50 CP)
You never have enough of these, do you? Well, now you can buy more. You took a 2-week Continuing Education class to gain this, and thankfully it only cost you 250gp! You can buy any Feat for which you qualify. May be purchased multiple times.

Stat Boost (50 CP)
Ever felt like you were just a little too slow? Maybe you didn't quite lift that cart with the ease Kronk the Destroyer did? You need to work on your public speaking? Well? Now you can change that! Join JumpChan's Adventurer Gym and we promise that for the low-low price of 50 CP, you can increase any basic Ability Score by +2.

Yes, boosting your Charisma makes you prettier, since the Appearance Stat was only ever printed in a single book practically no one acknowledges as existing. So consider this your Appearance-boosting Perk as well if you go for Charisma. May be purchased multiple times.

Running the Numbers (100)
Your ability to run statistics, play the odds, and calculate points based on any known system of scoring is something to behold, Jumper. You could be a professional Bookie with skills like yours.

Fame (Free/100)
You're a well-known figure! or... you will be. Anyone can become famous if they work at it, care for their image, and make sure the public sees what they think they should. With this Perk, you can usually leverage anything into publicity. Got arrested? Make a scene at a restaurant? Published a book? You can turn anything into a way to get famous. And being famous has a way of smoothing over things... like getting arrested. Or that speeding ticket, or those racketeering charges...
Free for this jump, but you may pay 100 CP to keep it. In future Jumps, this will simply make it easier for you to gain notoriety and leverage it for getting out of trouble... or into it.
Note: No amount of Fame can save you if you're caught cheating in the Xcrawl.

Fortune (200)
What's the point of fame if not to gain money, luxury, and your own private island filled with people in skimpy outfits to feed you peeled grapes? The more famous you are, the more you can get for your money. This Perk won't let you buy that private island for 200gp, mind, but if you're famous enough you might get it for 200,000 rather than 2 million.

Blessed of the Gods (200)
Remember, the Gods are, in fact, watching. For whatever reason, you seem to have made a

positive impression on the Roman Pantheon, the main religion followed in the North American Empire, and they've seen fit to grant you leeway they normally wouldn't allow. The main God who seems to have blessed you is Apollo, or whatever racial deity oversees athleticism and showmanship, giving you a professional level of skill at things like running, jumping, dancing, or 'sport' games. Wanna throw hammers in the Olympics? You'll only have to train for a few years, rather than a lifetime.

Myth and Legend (400, Capstone Booster)

Welcome to Mythic Adventures. You may use Mythic Adventures rules starting with a Mythic Path rating of 1. You may gain 1 level in your Mythic Path for every Season in which you participate in the Xcrawl, just expect the League to up the difficulty and 'wow' factor to keep up. Max of 10, obviously. *This is a Capstone Booster.*

Drop-In:

Keep Your Head Down (100)

You know how to make yourself seem as uninteresting as any other Commoner. For those days when you just want to go to a bar, not deal with any notoriety/fame, and get a beer while catching the local Sportsball team's game against their hated rivals, the guys next door. Won't work if someone is looking for you specifically, but most people will ignore your presence save to give common pleasantries and ask if you need anything from their stall, store, or bar.

Family Business (200)

Commoners often work in the same business their ancestors did. If your last name is 'Smith' you're probably a blacksmith, metalworker, welder, or machinist. It's a useful skill to have, even if you decide to be weird and go to college for some fancy degree. Pick one 'blue-collar' skill. You now have a professional level of experience in that skill, and can make contacts within that field easily thanks to family or neighborhood connections.

Fantasy League (400)

You know all the stats, you know how to pick your team, and you know how to analyze someone's prospects in a physical endeavor based on publicly available information on them. This Perks grants an in-depth knowledge of how Fantasy Sport Leagues work, and how to get the most out of your picks. It also gives you a disturbingly accurate ability to analyze someone's physical/mental capabilities with a few viewings of their skills and calculate statistics. This acts as a Perception boost, based around observing a target and estimating their abilities. Watching someone for a full hour will give you a good idea of their highest Ability rating, and their lowest. Personal interaction for a full minute will do the same. More interaction or observation will give more information.

Inkeeping for Dummies (400)

The fine and subtle art of being a good servant to the local lord can be summed up as 'keep up on your taxes.' This Perk gives you the ability to run a successful small 'mom and pop' style business and make people feel welcome to your shop/inn/restaurant. The quality might not be the best (Your mileage may vary) but people will never have a bad word to say on their Customer Satisfaction Surveys, at least! The beds in your inn might be a little stiff, but the rustic atmosphere and eager service of your employees makes up for it. The breakfast might have been slightly burnt, but the coffee was strong enough to kick a Half-Orc in the teeth! You have the basic skills to accompany any small business you run. Cooking/cleaning for a motel/inn, brewing for a bar, carpentry for a hardware store. And you'll never fall behind on your taxes. No Al Capone scenario for you!

Good Friends and Family (600)

You, Jumper, are a pillar of the community when you want to be. Whether you're the local Druid who tends to the Parks and hiking trails, the Bartender who always listens and knows exactly when to call a taxi, the Bard who tells stories at the neighborhood square, or the local priest who makes house-calls, people tend to look to you for guidance and companionship. You're able to insinuate yourself into any community and find a niche within a week, after which people will begin to act as if you've always been there.

Capstone Boosted: A truly mythic figure is enough to give any community hope, even when their lives are nothing more than 'bread and circuses.' Any community you join will grow and flourish. Works produced will last longer, and the people around you will grow more skilled faster, with or without your intervention.

Little Leaguer:

Xcrawl Pays (100)

The Xcrawl is a lucrative hobby, if you know how to work it, even in the lower divisions. Whether you're a part of the Arcane Magics department or part of the Specialist Vocational school? You've learned how to make as much as possible from your hobby. You can easily pay for your room and board with hobby-skills, whether that be the Xcrawl in this Jump, or painting minis, drawing commissions, 3D printing, custom plushies, or cosplay design in this or any future Jump.

Career-minded (200)

It takes dedication, determination, and guts to make it in The Games. And you've got all of that and more. When you set your mind to a career, whether it be as a Guild Magician, a Town Guard, a computer programmer, or movie star? You find you have the ability to plan your rise to stardom and a position of respect with incredible accuracy. As a bonus, I'll even throw in the ability to adjust to setbacks and changes in your plans.

3.5 GPA Minimum (400)

To compete on a college team, there are obviously requirements that you not drop the college's average grades, and actually *pass* your classes. Luckily for you? I'm nice. This Perk will grant you a learning speed bonus when you are actively engaged in studying in higher education, and give you the ability to pull an All-Nighter several days in a row to get that 20-page essay done in time for Friday in a way that doesn't make the Professor's eyes bleed... Well, any more than when he tries to read the Necromancy Major Student's essay, anyway.

Fallback Career Options (400)

Ever studied for something, hoping against hope that your career field will still be viable when you graduate only to be disappointed? Well. Not anymore! You have a remarkable ability now to use your stupendous, nigh-supernatural, skills in ways that will at least give you a viable career in a *similar* field. Studying Evocation will allow you to go into Demolitions. Majoring in Druidism will let you find work as a Botanist or zookeeper. The best part is? You'll quickly learn the ins-and-outs of the mundane skills needed to be a part of your altered life-plan.

Fraternity/Sorority Support (600)

While everyone outside thinks that frats and sororities are insane with parties, drinking, and ludicrous antics and pranks? People inside know that the main draw of a Fraternity or Sorority is to

make connections, friends who will, hopefully, last a lifetime. Or at least long enough to get you a good job. Now? You, Jumper, can count on this. Whether you're a part of the stern religious Alpha-Omega-Tau, or the Party-central Omega-Beta-Chi (or whatever other Fraternity/Sorority you wish to name) your connections will come through. You've got friends everywhere, and Alumni connections wherever you might wish to go.

Capstone Boosted: A Mythic Brother/Sister is a figure of legend for years to come. As long as you treat your friends as friends? They'll follow you to Hell and back carrying buckets of water. This acts as a general Charisma Boost, but focuses mostly on gaining and maintaining connections to people who can help you achieve your goals.

Professional:

Grandstanding (100)

The art of Grandstanding is one that no Xcrawler can live without. The art of Drawing Attention to oneself, whether to emphasize your contributions, or to do it at the expense of others. You, Jumper, are now a master at gaining attention. All you need to do is be bombastic, larger-than-life, or just strange and gimmicky. With a simple expression of your skill, you can command the attention of the cameras, the viewing audience, or just the group at the bar, even if it means getting up on the table and dancing. Your skill at gaining Fame and notoriety is second to none, Jumper.

Face Or Heel (200/250)

A basic precept of being in the Xcrawl is to decide your 'on screen' persona. Are you a goody-goody who always accepts surrenders from the monsters in the Crawl? Or are you the kind of Adventurer who would stab a kneeling Gnoll in the neck for their boots and the chance of 3 extra GP? Xcrawl is part action, part Reality TV, Part Wrestling Drama. For 200 CP, you may be either a Face or a Heel, and as long as you stick to your choice, your Fame will rise steadily, getting you better and better prizes.

For an extra 50 CP, you may change your persona once per season (1/year.) Since you must keep this up while in public? This will affect how people see you. The longer and better you stick to your 'goody-goody' or 'edgy bastard' personas? The better-known they'll be and the more famous you'll be for it. Changing can grant a small boost, but do it too often and people will get bored.

Signature Move (400)

Everyone has one these days, you know. Everyone's got some special signature move they do, whether it's flinging a Fireball at an enemy and shouting 'Bazinga!' or rushing headlong into a crowd and sweeping that godawful unwieldy greatsword at everything within 10 feet of them. Some like to do a pose after they kill a monster, others like to do some athletic maneuver before actually attacking... Either way? It's a way to say 'I'm different, I'm here, I am Me.' You've managed to develop one that people actually recognize! You can always prove you are who you say you are by performing (or pantomiming) this move, and using it in The Games will make your fans go wild, giving you temporary and moderate boost to your fame.

Secondly, this Signature Move is Fiat-backed to be more impressive, and deal more damage to one’s opponents when used in a fight. How does adding ‘Bazinga’ to the end of a Fireball spell make it Wider, or Empowered? No one’s really sure. But hey. It looks badass.

Rock Star (400)

Xcrawlers do a lot of 'crossover' work. Whether it's advertising Mars-a-cola, a minor (or major) role in a film, writing their autobiographies, regular sports, public appearances, or a musical career, the Xcrawl lends itself well to 'exporting' big names to the entertainment industry. You've got some skill, whether it was those acting classes or the years of guitar playing in your basement, which can give you yet another avenue of gaining fame and fortune! This perk will give you the ability to quickly master Performance or sport-related skills (effectively being professional-quality within 6 months.)

Legendary Allure (600)

There is just something about you, Jumper, that makes even people who wouldn't normally be attracted to you give it serious consideration. Some personal magnetism or sheer beauty/ruggedly handsome looks that makes even that cute, but xenophobic Naga think that maybe, just maybe, you'd be more fun to actually cuddle than strangle... You've still gotta work for it, but this will remove any concerns a would-be paramour might have about your gender/species/comparative size.

Capstone Boosted: Remember when I said it'd take work? Yeah. Nevermind. You, Jumper, a consummate Celebrity, and have exactly zero problems getting anyone to at least consider taking you up on that offered drink. Note: This will not work on those who are actually devoted to a spouse/religion/code which prohibits relations with you for whatever reason... But they'll at least consider it. A passive Charisma boost, setting your Charisma to 20, minimum.

Dungeon Judge

Dungeon Design 101 (100)

Dungeons are your bread and butter. Literally. Without them? You don't have a career. So you've got to know how they fit together, how to stock them full of monsters, how many traps you can reasonably expect to fit, and a good awareness of where to put the cameras. This Perk gives you that. You now have an excellent understanding of engineering involved in Dungeon building, trap-making, and proper camera placement. The last one would be great in the security field, but that's way too low-class for you, eh Jumper?

Taunts and Trolls (200)

Monsters and Madness go hand in hand, don't they? You have to have a certain spark of creative madness to think that breeding Half-Elemental Spiders that bleed fire in a room filled with spike-falls and acid-flasks hanging from the ceiling would be 'fun.' You have to have a certain level of sadism to ensure the poor fools going through your unholy creation never forget every misstep. Now? you've got that spark of madness. Your knowledge of psychological warfare is on par with the greatest war criminals of the age, and your taunts, transmitted or in person, can make even the most veteran of Crawlers question their life choices.

Monsters and Mazes (400)

How do you find all these crazy monsters, DJ Jumper? How do you keep things new and fresh with every Crawl event? Simple. By knowing the right people who can sell them to you. With this Perk, you know exactly how to acquire any strange (violent) exotic (Aggressive) creature you need to stock your dungeon layout. Need a Beholder? Talk to DJ Devastator. Need an Ice Golem? You went to school with Jim, the Ice-obsessed Sorcerer who took an online course in Golem-crafting last year. You'll find you run into these kinds of people a lot, in the future. People willing, and able, to sell you any non-sentient, semi-sentient, or even sentient non-human creature you need for your showmanship needs.

Fundraising (400)

You're a member of the Dungeon Judges, a sub-group of the administration branch of the Adventurer's Guild. You'd think the Guild could spare a few hundred gp so you could put the finishing touches on the big AtlantaCrawl you've been planning for the last three damned years! Not a problem for you though, Jumper! With this Perk, as long as you put in an effort to obtain funds? The funds will come through for whatever project you're working on. You might have to agree to putting in some paid advertisements in your dungeon/space-station/superweapon, but the Nike Logo won't get in the way of things!

You're also able to obtain appropriate prizes. As long as it is not for your own use, you can find items from supplies, sponsors, and business partners which will encourage any Adventurer to put their lives on the line for a shot at them!

Showmanship (600)

You, Jumper, know how to put on a ***show.*** Not just any show, but one that'll be watched for years after. One that'll be in the hearts, minds, and DVD Shelves of viewers the world over. No matter how insidious the traps, no matter how horrible the monster, you know exactly how best to make it entertaining for the watching masses. They want blood? You can give them blood. They want Comedy? You can give them comedy. They want a tale of glorious 'Heroes' fighting ancient evils and emerging battered but victorious? Well, you've been meaning to use that captured Lich somewhere, right?

Capstone Boosted: Your shows aren't just the stuff of legend, Jumper. A truly Mythic show is the kind of which songs are sung! The kind which have movies and books written about them! You can craft a story for your dungeon, not just assemble the pieces of blood sport for the modern gladiators. You've gained knowledge of local and foreign myths, the ability to wind them together into a cohesive story, and the insight to put together everything you'd need to build a terrifying, lethal, and rich dungeon for The Games. Your name will ring as one of the best Dungeon Judges in the Games long after you've left.

Noble

Standard of Living (100)

The Social Ladder is all-important to the Nobility. It is what determines how much weight their voices carry in politics, it is what determines their ability to make money, and it determines their prospects for the future. This Perk allows you to determine where you sit in a situation, socially, with unerring accuracy, and gives you a good impression of how to improve that standing.

Taxes (200)

Everyone hates paying them, but nobody wants to know how bad the world would be without them. Now most Nobles have a finger or two in the pies. You? You've got a whole hand in several streams of tax revenue. You can easily count on a stream of 9,000gp/month (equivalent to approx. $54,000/month.)

Sponsorship (400)

You know what people like? Money. You know what most people don't have enough of? Money. You know what you have in excess? Yep. Money. You've found the second fastest way to a

man's heart… Through his wallet. Everyone has a price, and you're able to intuit that price after some observation. Be it through interviews, conversation, or watching from across a bar room, you can find out someone's price and offer it to them, so long as it benefits you in some way.

With this Perk, you could easily get just about anyone lower in station than yourself to be a walking advertisement for your business, and as long as the money keeps flowing? They'll even pretend to like it.

Leisure Time (600)

The common man labors under the hot sun all day in the hopes of getting enough money for food, rent, and the car payments. A Noble who labors has obviously missed the point. With this perk, however, you can both labor to your heart's content and relax with the benefits of nobility. No matter what you're doing in the day, you will always find you have 6 extra hours in the day for leisurely fun and relaxing activities.

You are the premier purveyor of relaxation and fun in your region, and you know exactly the kind of fun needed to get everyone feeling great afterward. As long as they're enjoying their time at a function hosted by you? Everyone at the function has an extra six hours in the day to have fun.

Capstone Boosted: Six hours? Screw that. You can find a whole day when you just want to relax by your pool, sip some wine, and watch those cute dancers you hired do their thing while the local Lady does shots off the belly of the Tiefling serving boy you explicitly brought for her amusement.

Companions

You may bring any character you can convince to join you as a Companion at the end of your Jump free of charge, but they won't gain any extra Choice Points for this Jump.

Fellow Crawlers (50-200)

A single team of XCrawlers can be anywhere from 3-8 people, though 5 is the standard allowed in most Crawls. You may import or create 1-3 Companions for 50 CP each, or up to 8 for 200. These Crawlers can have any Origin save Dungeon Judge and gain 600 CP to spend on Perks and Gear. They start at the same Level as you (As per the Perk) for free, and will remain within 3 Levels of you at all times.

Fan Club (50-200)

A group of fans drawn to your Fame, your persona, or your public 'story.' This group of 100 Level 5 Commoners can do nothing to support you in The Games, but can support you outside of it! If you need a petition signed and spread? They're your people. You want to roll up to the convention with a squad of look-alike cosplayers? Yep. Fan-art, Fanfictions, and fan-merch of you made on their own dime and time? Yep. Those too. The Fan Club itself is an official organization which adds to your fame over time by recruiting members as long as you support them yearly for 1,500gp to maintain licensing fees and space-rentals. Can be purchased up to 3 times for a limited number of fans, or 200 for a small fan base to begin (20) which will grow by 100 every year of active participation in the Games.

The Fan Club are Followers, not Companions. They can come with you in future Jumps, but they ultimately rely on you being awesome to function. You don't want to disappoint your fans, do

you?

Excellent Agent (100)

A faithful, if money-hungry, Companion who knows that they succeed by your success. Part agent, part PR representative, this psychopath will push you into dangerous Crawls with a high payout as often as they can, and take a 5-15% cut of winnings, but legally can't touch any money earned out of the Crawl… Unless they helped you negotiate that job. Then it's up for debate. They'll be loyal (to money) and steadfast (as their bank account) and will look out for your best interests in the business side of the Games. Dangerous Crawls? Yes. Fatal? Hell no. You're their meal-ticket. Just don't try and cheat them out of what is *rightfully* theirs.

Dungeon Judge (200)

DJ Pepper Tomato? DJ Creature Feature? DJ Devastator? Or maybe you want to make your own personal DJ with whom you share a special kind of hate-on? This is how you get them. They have all of the Perks and discounted gear of the Dungeon Judge Origin, along with Fame and Fortune, and Levels up to level 16 in any Class or combination of them you like. They will gleefully come with you at the end of your Jump, so long as you promise them a new venue in which to display their skills, but during your jump? Don't expect special treatment. They'll be trying to kill you just as much as any other Crawler.

Monster Wrangler (300) (Discount: Dungeon Judge)

The Monster Wrangler is a Dark Elf woman who loves nothing less than surfacers, but their gold spends just as well in Zura'ah'zura. She knows how to catch wild monsters, deal with Orc Cities to recruit 'willing participants' and how to contain them properly so they don't get loose and go on a rampage in downtown Minneapolis… Again. She'll come with you, if you make it worth her while. She is a Level 13 Ranger, and has the Dungeon Monsters and Class Gear items and the Little Leaguer Perk Line.

Zombie Wrangler (300) (Discount: Dungeon Judge)

A Necromancer Guild functionary who's entire job it is to supply your Crawls (or house, they're not picky) with zombies, Skeletons, wraiths, and just about anything else that rots, decays, wriggles, and oozes. Getting him to give up his cushy job at the Necromancer's Guild just when they're starting to get some *RESPECT* might be tricky, but he's willing to consider it. He is a level 13 Necromancer with the Class Gear and Dungeon monsters (Zombies and Skeletons only) items, and the Little-Leaguer Perk line.

Trap-making Kobold Bard (Free)

They just won't… SHUT. UP. They're great at building traps, and can probably make building a dungeon a lot cheaper, but… keep earplugs around. Or gag them. Nobody really cares. They come with the Dungeon Builder's Supplies item, and are seemingly Blessed by the Gods, since they just won't die. (You choose their gender.)

Gear

Due to the wide selection of items, I'll give you an extra 200 CP stipend to buy items. Have fun.

Basic Pack (Free)

The basic pack is just that. A set of simple clothes suited to your Origin (Common cloth for a

Drop-In, fine silk suit/dress for a Noble, and a costume for a DJ,) an Imperial ID card, and a 1-week voucher for a stay in a local Inn (Continental breakfast included! WIN!)

Collectibles (Free)

You have a complete collection of DVDs, posters, action-figures, computer games and movies funded by the Adventurer's Guild. This set includes figurines of the most famous Crawlers, posters of the most well-known teams, and of course a complete collection of the Pay-Per-View DVD sets for every Season of American and Japanese XCrawl.

Adventure Gear (50)

This much more robust pack comes with everything an XCrawler needs to get by on a day-to-day basis when they're starting out. An updating map of cities in the North American Empire (and Japan) with marked hostels for cheap, a reusable mass-transit ticket for any major city, and camping gear. Alongside all of this is a set of much more robust clothing and a pair of solid boots.

Class Gear (50)

A Degree from a vocational program or major university accompanies a set of class-specific tools. A rogue might get a set of lockpicks, a pair of daggers, and a vial of poison (Not for use in the Crawl.) A Wizard would get a Spellbook, a Staff, and a Spell Component Pouch (And a REALLY cool pointed hat! Yes, you had to wear it at graduation.) Consider this as 120gp to spend on mundane 'starting gear.'

Magical Weapon (100-300)

Any Enchanted weapon, capping out at +3 (+1 per 100CP.)

Magical Armor (100-300)

Any set of Magical Armor, capping out at +3 (+1 per 100CP.)

Magical Items (300)

4,000gp of Wondrous items. May be bought multiple times.

Winnebago (400)

You've got the King of Mobile living, the Winnebago. This beauty has been 'upgraded' to bear your likeness on its sides in whatever art style you feel best represents your image in this world. The best part? It wont run out of fuel and will remain stocked with water, chips, dip, ice cream, KoolAid mix, and cheap beer until the stars burn out. Brand new microwave included, along with a bed, and a septic system that never needs to get drained.

Optional novelty spinning hubcaps with your face embossed on them. Optional hydraulics and novelty horn sounds.

Trailer (100, Free Drop-In)

Congrats, Jumper! You have a nice, 1-bedroom trailer home. You can decide if it is a Mobile Home, or legitimately a trailer. The first option gives you more potential space, but less mobility than the latter option. For +50 CP, the trailer's supplies (Food, toiletries, and cheap beer) will refill every week.

Tavern/Inn (200, Discount Drop-In)

A basic, low-quality tavern-slash-inn. In the modern day, an 'Inn' can range from the loftiest

skyscraper-hotel to a 2-floor bed-and-breakfast deal. You have inherited, acquired, or purchased a traditional, antique-quality establishment within your starting city with 15 rooms, a large common room with a fireplace, a larder filled with food, and a small microbrewery setup with supplied to last 1 month. Supplies refill every month to a maximum of 1 month's stored food, so no cheesing.

Farm (200, Discount Drop-In)

You've inherited, acquired, or purchased a small farmstead to work in the territory of your starting city. The local police can protect from most wandering monsters and beasts, but having a weapon might not be a bad plan. Still, if you're into hard labor, and a legacy you can leave behind of good tilled earth? This is your thing. Crop seeds will be delivered yearly, based on what the Empire needs most. The local community is rich with other Farmers, and the neighborhood parties can be fantastic.

Small Business (300, Discount Drop-In)

Owning a business is not something Commoners usually deal with. You appear to have gotten special permission to do so from the local nobility! Congratulations! This small business, doing whatever it is you feel like saying it does, deals with local things. A Hardware store? A carpentry shop? Maybe you run a mechanic's shop? or maybe you run a supplier for the local Magician's Guild? No matter which way, rather than all of your profits going to the local Lord and you getting paid a wage, you get to just pay a flat 10% tax on your profits and keep the rest!

Scholarship (100, Free: Little Leaguer)

You're still in college, whether that be for the next 4 years, or the next 8 for some intensive programs. This is your ticket to tuition. You have a free pass to take as many classes as you like, so long as you maintain a reasonable estimated date of Graduation. In future jumps, this will grant you a full-ride scholarship with all paperwork needed, to any one institute of higher learning. This scholarship can be used once per jump.

Dorm Room (200, Discount Little Leaguer)

One good thing about college life? The living. This grants you a dorm room either in one of the dedicated student dorm buildings, or a dorm-like room in a rented house off-campus with all rent paid. Thankfully it comes with a meal plan. When (if) you graduate, you will find a similarly-sized apartment available with similarly low-quality food available twice daily. Not the best, but it could be a LOT worse, right? This will be available in future Jumps where Dorms are a thing.

Cell Phone (300, Discount: All except Drop-In)

A cell phone that runs on magic, getting signal as long as there is some supernatural energy nearby and never running out of battery life. Comes with contacts listed for any Companions, barring Drawbacks. Replaces itself in your Warehouse if destroyed, though with a different logo each time.

Optional: Family Plan (Free)

You gain up to 8 additional cell phones, one for each Companion with similar advantages of the original. Pre-loaded contacts included.

Gym Membership (400, discount Little Leaguer & Professional)

This membership card will grant access to any high-end Gym in the setting. You want Elf, Love, and Beauty, the gym tailored to models with personal trainers, a spa and salon? You can get in. You want to take lessons from Orgut'z, the Half Orc Brawler on how to punch things better? His gym is a lot less fancy, but you get the results you want!

Sponsor (100, 1st purchase Free: Professional)

This right here is the beginnings of money-making stardom. In exchange for wearing someone's logo, brand name, or symbol, you get 500gp per month! (Equivalent to $3,000 usd.) This item can be purchased more than once, and the benefits stack, but only so long as you are Famous and actively try to promote your sponsors.

Movie Deal (200, Discount Professional)

You've got a ticket to Fame, right here. All you need to do is not screw it up! You've got some entrance into show-business. Whether that be as the starring role of a small-time drama series on a public channel, a lead role on a much more well-known show, or an appearance on a major Hollywood production! Finagle things right, and a spin-off series or even your own blockbuster might be on the table!

Private Getaway (400, Discount Professional)

Everyone loves being famous, don't they? But some days you also kinda want to sit back, ignore the world, and do those horrible experiments that are strictly-speaking not legal… You need somewhere to stash your collection of porn, after all, right?

Purchasing this represents ownership of a small, out of the way location hidden behind several dozen facades and dummy-names. It is Fiat-Backed that if you go here, no one will be able to find you for at least 3 years. Any longer and people will begin to put things together, though leaving and going back into the public eye for 1 month resets this timer.

Endorsement (600, Discount Professional)

Where a sponsorship nets you money? An endorsement nets you something much, much more important. FAME and GEAR. Granted, your gear is highly specific to whoever endorsed you. You want that +4 Flaming Longsword? It's activation phrase is 'I'm Eatin' at Sub-Chieftan!' That Cloak of Arachnida you're so fond of? Well, the spider webs on it spell out 'Find your holds at Rocky Mountain Rock Climbing.' This is effectively a major boost to Fame attached to a piece of gear you own. The price limit is 15k. May be bought multiple times, and each can have a different logo/brand, or they can all be from the same company. Your choice.

This does come with a commitment to act as an advertising model for the company, usually at least 3 engagements per year, minimum where you talk to people about how great the company is to work for, how their product is top-notch, or how you just can't start your day right without BeFolgers Coffee.

Traps for Dummies (100, Free: Dungeon Judge)

This small book is a wealth of information on how to construct the most insidious traps in the world. Mundane or magical. While holding this book, you count as being able to cast any spell necessary to create a magical trap, and having any requisite Skills or Feats, so long as it is meant to build a trap.

Optional autograph from Jigsaw.

Dungeon Monsters (200, Discount Dungeon Judge)

A large cage containing 50 randomly generated low-challenge monsters for you to stock your

Dungeons with. Defaults to 20 Orcs, 20 Kobolds, and 10 Gnolls, but may be set once per month to generate up to 50 of any monster, CR 4 or lower. It makes for a good buffer, if nothing else. A few rooms here and there with some low-end monsters to keep the tension up, but not actually waste any of the more powerful (and expensive) creatures you've procured.

Dungeon Builder's Supplies (400, Discount Dungeon Judge)

This kit contains everything you'd ever need to build a proper dungeon, or improve/expand your current designs. Traps, spikes, mechanisms, stones to line the walls, and cameras for recording the crawlers doing their very best to survive your sadistic whims. It even supplies the carpeting for the Rest Areas (Mandatory by Guild Requirement) and a vending machine with all your favorite (richest) sponsors for your Crawl. Some Assembly Required.

Dungeon (600, Discount Dungeon Judge)

A fully decked-out and stocked dungeon of your very own! This thing comes with everything you could ever want, all pre-assembled and ready for Fame-seeking XCrawlers to die chasing after those Nike Sneakers of Springing and Striding or that Tony Hawk Skateboard of Flying.

'Guest House' (100, Free: Noble)

Your family has a long and storied past in the N.A.E., where the Aristocracy are the only Land-Owners. To own land in the N.A.E. you need the permission of the Emperor, and your family has several. You have access to your childhood home's Guest House for your exclusive use during this Jump. It's equivalent to a very nice 2-story house set on the other side of the main Mansion's pool, with a supply of games, entertainment, and a single overworked maid/butler.

Mansion (200, Discount Noble)

No one can claim to be rich while not having an impressive home of one's own, Jumper. This item will let you have an impressive mansion with 20 bedrooms, three parlors, a home theater, and a basement game room. Comes with 20 Followers to act as servants, maids, cooks, and general caretakers of the property. During this Jump, the mansion is placed in your starting City, in future Jumps, you may choose whether this Mansion (and the grounds around it) become part of your Warehouse or import it into the new setting in a location that can support it.

Big Business (400, Discount Noble)

Owning a small business is for Commoners. You, Jumper, have been given lead on one of your family's business interests. Where a Commoner might own a Hardware shop? You own a chain of them. Where an XCrawler might set up a franchise of restaurants? You run the shipping company. You may own 1 large, profitable business and have it run itself as if someone competent is at the head without any input from you. Expect a yearly income of 40,000 GP (Equivalent to $120,000 usd/year.)

In future Jumps, this business can be imported and will fit the setting. Shipping in Star Wars? You own a company of freighters. Weapons-manufacturing in a Medieval Fantasy world? You own a guild of blacksmiths and alchemists.

Allowance (600, Discount Noble)

'Rich' is having money. *Wealth*, Jumper, is about having money over generations. Enough money that your great-grandfather can support all of his descendents at a lifestyle suited to their station in life. And your family is *Wealthy.* Every month, you can count on a 10,000gp allowance so long as your family thinks you're not wasting it frivolously on needless garbage (like adventuring gear, being a

part of the XCrawl after they tell you to stop, etc.)

Scenarios

You are not limited to a single Scenario! Feel free to take any you like!

NecroAmerica

The Necromancer's Guild has long been derided as a place the 'goth kids' went to so they could be super edgy. They collected Death Certificates and filed them. Not even glorified, they were just record keepers, morticians, and gravekeepers. When the XCrawl really took off, though? Suddenly the demand for formerly-illegal skills like raising undead was in high demand.

Now freed from their oppressive ties to the Magician's Guild, and respected in their own rights, there's… Something *off* about the Necromancer's Guild. They are led, in fact, by a powerful Undead recently returned from the other side of Death, their founding member in fact, and act like a cult to this being. Most would claim that this goes against everything the Gods would want, but somehow Pluto seems perfectly A-OK with this existing.

This scenario begins with the Luissianna NecroCrawl, a famous event taking place in New Orleans every year under the watchful eyes of DJ Creature Feature, a Sorceress raised by the Drow in Zura'ah'zura. It is a twisting, winding path of death and pain filled to the brim with zombies, skeletons, ghouls, and even a captured Vampire here and there. Make your way through this charnel house, win the top spot in the NecroCrawl, and you'll find the opportunity to visit the Guildhall of the Necromancer's Guild.

If you're a Necromancer yourself? This will be the opportunity of your career! The chance to advance within the order! Otherwise it'll just be a very morbid celebration, during which you can potentially follow Mary Frankenhearst, a high-ranking member of the Guild, deep into the bowels of their Guild and put a stop to their plans.

Win Condition: Win the NecroCrawl (Level 7+), destroy or defeat Antonio Barzodi (level 17 Necromancer.)

Rewards: Fame and Glory for winning the Crawl, the gratitude of Emperor Ronald I if you keep things quiet, and a manual on the process to become a Lich.

Aim for the Top!

Is there another place to aim? Jumper, if you want to be the best in the world? You've got to put in more work than any other. You've got to declare war upon the world and everything which might get in your way! This Scvenario is all about making it to the yearly Emperor's Cup, one of the 4 Unlimited events, hosted and run by DJ Herobane himself, the progenitor of the XCrawl Games, the guy who got the whole thing started and personal advisor to Emperor Ronald I. To do this? You'll need to compete in The Games for several years, as only the best of the best teams are allowed to compete in this tournament-style Crawl.

You must be at least Level 12 to qualify, and be famous on the level of every person in the N.A.E. knowing at least your name and seeing several of your exploits to get an invite to this event, so

you'll have to work your hinder off for several years, but the rewards are so very, very worth it.

If you put on a good enough show, the spoils of victory will be legendary.

Rewards: If you manage to not only survive, but win this legendary event, in front of Emperor Ronald I and the whole country through an event run by the longest-running DJ in XCrawl, your time here will be rewarded, at the end of your Jump, with the ability to install The Games in any future Jumps. In any future Jump, you will be able to set up, run, and fund your very own XCrawl Games to keep the masses entertained, awed, and complacent, willingly handing you their hard-earned money for the chance to live vicariously through 'Adventurers' doing great deeds or battling fierce enemies.

Rise like a Phoenix

The PhoenixCrawl is a new crawl, set up by a newbie DJ named 'DJ Sizzle.' A 3-level Crawl lethal enough that the Adventurer's Guild managed to get the Emperor to agree to give out Phoenix Feathers, a 1-time use Resurrection item, just to give the 'players' a chance to survive it. Can you and your team manage to live through this hellish, fiery deathtrap? Can you do it without dying even once? This is a rare opportunity, after all. Not often does the Emperor allow so many potential Resurrections.

DJ Sizzle's dedication to his craft, devising horrible burning deathtraps, is commendable from a certain point of view… Now if only he wasn't an Ifrit, illegally hiding on the Prime Material Plane and taking out his evil ways on humanity the best way he knows how. Can you survive the Crawl, expose his deceit, and claim the prizes?

If you manage to survive all three levels of the Crawl without being resurrected, the Emperor will let you keep the Phoenix Feather item… or you can trade it in for an Apollo XV Electric Car (A muscle car model.) The Phoenix Feather will respawn once per Jump, bringing you back to life and full health once per Jump (or 10 years, whichever is shorter.) The Car is an electric Muscle car that recharges via some of the most efficient solar panelling known to man. Can go 300 miles on a full charge, charges within 6 hours, has an awesome stereo and cupholders! Novelty License Plate included.

Drawbacks

You may take up to 1,000 extra Choice Points worth of Drawbacks.

Longer Time (0)

You wanna stay for longer? Go ahead. Enjoy that fame, and the string of meaningless flings that celebrity brings. Longevity isn't JUST the domain of Elves, after all. This will extend the duration of any Drawbacks, though, so be careful. You can stay anywhere from an extra 1 year to 200 years, if you can live that long. After your 10 years are up, you can basically click your heels and Jump-Chan will send the Jump-chain Party bus to pick you up.

Different time (0)

Well… This is awkward. Some Chronomancer is pulling some shady things, Jumper. You might actually have to put up with sticking around for a while? Oh, you wanna see the foundation of the N.A.E. and the 200+ years of shenanigans which lead up to the formation of the XCrawl? O…. kay? I mean…

This toggle lets you start literally anywhere from 'Emperor George Augustus I founding the North American Empire' (250 years ago) to 'Emperor Ronald I just announced the XCrawl as designed

by DJ Herobane.' (14 years ago.) Your Jump still ends when it normally would, so hope you've got a way to live that long, or you chose a long-lived race.

Don't you know who I am!? (+100)

Fame has gone to your head, it seems. You appear to *expect* people to know who you are, and be willing to let you get away with anything if it's *you* doing it. Congratulations, you're going to be the worst sort of stereotype for celebrity culture.

Papa-paparazzi (+100)

Can you think of anyone more interesting than a Jumper, even considering the Guild of Magi in this world? Well, at least one Paparazzi certainly can't. They'll be following you constantly trying to get a scoop on anything you do. Even if you turn invisible, they'll be looking for you. This is the kind of person who will rent a helicopter to find your private island getaway so they can take pictures of you in a bathing suit to plaster on their blog, along with some rumor-mongery theories about your relationships.

DJ Hate-You (+100)

Somewhere out there is a DJ who hates you, Jumper. In a professional sense, hopefully, but… They will still be gunning for you, specifically. Pick any Crawl, whether it be the Emperor's Cup, NecroAmerica, PhoenixCrawl, MemphisCrawl, your choice. For some reason I'll leave to your imagination, the DJ of that Crawl hates you. They'll pick prizes they know you want, and design the whole Crawl around killing you and anyone even vaguely close to your abilities. The monsters in the Crawl will have orders to go for YOU first, and traps will mysteriously target you, specifically.

Addicted to… (+100, Multiple purchases available)

While drugs are completely legal within the North American Empire, taxed and sold at pharmacies in all territories of the N.A.E., it's still considered a weakness to be addicted. You've found yourself in such a situation. Pick a drug, any drug from sleep-medication, stimulants, sedatives, alcohol… A literal 'pick your poison.' Your addiction goes straight through any resistance perks you might have, and is a constant drain on your money to support this habit. When you show up for the Bacchanal? People assume you're *just* there for whatever drug you've chosen, and you can barely go a week without a new hit. (May be purchased up to 5 times.)

-**And Rock & Roll** (+300, Requires **Addicted to…** X3)

Oh boy. You've really gotten into 'the life' haven't you? Most of your money seems to go straight to feeding your plethora of addictions, both physical, psychological, and emotional. Over the course of your stay here, you'll find yourself being a known face among the brothels and dens of vice. It will no longer be a surprise when the Madame in Vegas says 'Hi, Jumper' as you walk in the door and offers you a platter full of powders and booze for your delectation. You no longer have a 'small list' of vices. You're now the poster-cutout for recreational drugs. Hope you like chasing white rabbits, 'cause hallucinations are the least of your worries for the next 10 years.

Stalker (+200)

Everyone loves having fans. Not many enjoy it when those fans do everything in their power to get you to notice them. Such as collecting stray hairs, sneaking into your house in the dead of night and stealing clothes, and Jupiter only knows what else. You have one, though. If your home doesn't have security? you'll be finding your dirty laundry going missing every few weeks, and disturbing love-letters left for you in the night… And gods help you if you manage to get a date with someone. Your stalker is convinced that Venus Herself decided you and they should be together, and nothing you say

will convince them otherwise… not for at least 10 years. If you manage to avoid getting tied to a bed and forced to write love letters for them for 10 years? You can even take them with you as a Companion if you want! After the jump, they'll be much more calm, and less obsessive over you.

-Stalker Union (+100)

Stalkers are, in general, a massive pain. But you've managed to get the attention of a group of them. 5 of them, all working with each other to ensure that THEY eventually get your attention. Whether this be as their best friend, their lover, or their mentor? You won't know unless you manage to capture one and get answers… And with all five working together to get each other out of trouble? That can be… messy. It's like the Fan-Club from Hell.

Bound By Tropes (+200)

You are sorely limited by your class restrictions and base capabilities. Sure, you might know how to use a longsword from your time in other Medieval Fantasy settings. But unless you're an Elf or Gandalf, a wizard simply *doesn't* use a sword. And while in public, neither will you. I hope you like using ONLY your Class's base capabilities, because this makes you unable to go beyond them. Any Out of Context powers that don't fit the 'theme' of your chosen Classes will *reduce* your fame if you use them. No one wants to see the Brawler/Fighter whip out a blast of fire or a spell to summon giant spiders.

Gotta Keep Kayfabe (+200)

Whether you actually have the Perk or not? Choose whether you're a Heel or Face. Congratulations, you're now stuck acting like that whether you're in public or not. You're either a complete bastard on and off the camera (Heel) or a complete goodie-two-shoes who helps everyone, is polite at all times, and always tries to de-escalate things first, even when the gang members have a knife to your throat demanding your money in a back alley (Face.)

Extraplanar Magnet (+300)

Speaking of Hell… You've managed to attract the attention of a being from another Plane. Whether that's an Angel who thinks you should be the Champion for their God, a Devil who wants to trade fame and glory for your *unique* soul, or a Demon who just wants your body as a meat-puppet? I'd suggest you make certain you have a team of lawyers look through any contracts before you sign them… And also never tell anyone that someone from another plane is talking to you. You'll either be arrested, deported, or sent straight to the asylum.

Hollywood Romance (+300)

We all know how this goes. A couple of famous celebrities get married and flaunt it. They spend millions of Gold Pieces, make announcements of their engagement on live TV, and then six months down the line they get divorced with the tabloids running every kind of smear campaign they can think of on either or both sides. Well now that's you, Jumper. Sure, you can part amicably with a romantic partner, but the need for attention and Fame will get to you. Every time you get romantically involved (And you will, thanks to your Agent,) you'll wind up in a dog and pony show of a divorce, all of this costing you at least half of your precious money. Don't worry about dreading this. I'll remove the memory of you taking this Drawback. Aren't I nice?

-'Till Death? Can we renegotiate this? (+300)

Or maybe not. Worse, you'll wind up married to someone who's just like you. Obsessed with publicity, hoarding cool shiny shit, and being the center of attention… And the Temple of Venus won't approve of an annulment for some reason! Within 1 year of finding yourself in this Jump, you'll

meet this person and for one reason or another you'll find yourself married to them, whether you fell for them, it seemed like it'd help your career, or your agent bet the last packet of caramel taffies you wouldn't do it. Again, don't worry about dreading this. You won't remember taking this Drawback.

Criminal Entanglements (+400)

Sometimes you make mistakes. And sometimes those mistakes come back to haunt you. At some point in your life, or soon after arriving for a Drop-In, you've found yourself neck-deep in criminal activity. And not just any, mind. But the kind that tries to fix the XCrawl for gambling purposes. They will, at some point, ask you to either skim points in your crawls, sabotage your teammates, or outright throw a Crawl for the sake of their bets.

Imperial Scrutiny (+400)

Something you've done, or did upon arrival, drew the attention of the Magician's Guild, who brought it up to the office of the Emperor. You're now officially on a watchlist, Jumper. You'll have Scrying disks in your house, people trying to read your mind, and agents following you for your whole time here. Try not to step out of bounds, eh? SWAT is just a button away.

Rival (+400)

Someone in the world of XCrawl, matching your Origin (though for Drop-In, it's a Commoner) has appointed themselves your rival. They will do everything in their power to see you ruined. Whether this means framing you for rigging the Games, poisoning your fields, or selling your private information to shady people.

Gone Native (+400)

You know how this song and dance goes, right Jumper? Rather than being an *extremely illegal* multiversal traveler with powers from beyond The Far Realms, you're just a normal member of your species/class(es). All Perks, Powers, and abilities from previous Jumps are turned OFF for the duration of the Jump. All you've got is your BodyMod, and whatever Perks/Items you purchased here. Your Cosmic Warehouse, as an Extra-dimensional Storage space, has been deemed illegal to own and is also unavailable. Good luck!

Constant, grinding, Anonymity (+500)

Everyone loves being famous, right? At least for a while? Well. Don't worry Jumper! Now you'll never have to actually worry about it! No matter how much Fame you gather, unless you're constantly working and making your name known? People will just kind of forget you exist. Like Stephen Dorf. If you bought the improved Fame Perk? It'll kick in after the Jump, but for the next 10 years? You'll be stuck as 'that guy who consistently *almost* has a career.'

Online Trolls (+500)

Fame has its drawbacks, you know. While the Papparazzi and obsessive fans are bad enough? You're a greedy cheese-golem who wants points. So for every bit of fame you gain? You'll have more voices decrying you for one reason or another online. Your Official XCrawl Twitter Account will be inundated with people giving you grief, your news articles and interviews will be clipped and turned into Memes, every embarrassing slip-up will be compiled into a music video set to Benny Hill music… And the Dungeon Judges Union doesn't even have to *pay* these people to do it like normal!

You'll find yourself bound up by a scandal at least once every 6 months for one reason or another, and while this will make you more Famous, it'll also invite yet more people to comment on their personal views of how you live your life, how you're obviously guilty/innocent/etc. for whatever

charges got brought up this time, how you're nothing but a cheap shill or how you've 'sold out.'

If you take this with **Rival**? Your Rival is now, untraceably, at the head of this movement to have you deplatformed, stripped of a career, and relegated to ignominy and 'untouchable' status.

Empire of Sin (+600)

You're famous, Jumper… But there's another side to your fame. You're a movie-star, a rockstar, a novelist, or an XCrawl Fan-Favorite. But below that you've supplemented your income with the production and distribution of pornography. This is highly illegal in the N.A.E. and someone in the government knows about it. If you want to keep your freedom to participate in American XCrawl, move in the N.A.E., keep your friends and family from suffering punishments with you, or even worse? *Lose all of your money and fame?* You'll be their new puppet-piece in the Games. At least it's not cheating, right? But you're now a living propaganda-piece with no real agency of your own. You'll go and do wherever and whatever your government handlers tell you to, or else face the consequences.

The Final Question:

You've survived 10 years in this world? Maybe more? Well. You've got a choice here, kiddo.

Go Home: You've had enough of this. You're taking your latte and going back to a world that's maybe just a little less insane, but with all of your shiny shit and loot, companions, and abilities you've learned.

Stay Here: You've gotten used to it, haven't you? The fame, the glory, or maybe just having a world so dedicated to keeping your entertained (and complacent)? Well. Okay, then. Have fun, Big-shot.

Next World: Time to break the law (again!) One to the next Jump, into the massive Omniverse beyond even the Far Realms, where mortal minds break and rules vanish.

Notes

https://www.d20pfsrd.com <- The Pathfinder SRD, for Classes, Races, Feats and general rules. 3rd party? Have fun. it's your chain, my dudes.

The world of XCrawl

Because this is a very *niche* and fairly unknown supplement of D&D 3.0/3.5, then Pathfinder (Maximum XCrawl) and then Dungeon Classics, produced by Goodman Games back when the D20 Open License was still a thing? Imma give you all a basic rundown of the world. This is VERY basic, but here we go.

Firstly? The world geography is basically the same. The world *used* to be radically different until about 4,000 years ago when something called 'The Cataclysm' happened. aThis is about when 'earth history' began and the old bog-standard fantasy setting ended. Greece, Rome, China, Persia,

Vikings, everything? Anything that happened in the last 4,000 years that you can find in a history book? That took place. Except that the world had magic in it. This is an Alt-History setting at it's kitchiest.

Races. Pretty much every Pathfinder/D&D race exists in this world, so yes. There were Elven Vikings, Dwarven Knights, Halfling Pirates, and Gnomish Crusaders. There've also been Tiefling cult-leaders, Genasi Monks, and Aasimar Samurai. The reasoning for many things might well have been different, but it's really up to you what things happened and what didn't. My personal setting usually has Witches (The class) being hunted for a few hundred years mostly out of fear for the Pacts they made being 'linked' to Infernal cults. 'One bad apple spoils the bunch' sort of deal, there.

So your choice of Race is entirely personal, but in the N.A.E. it's technically illegal to be an Aasimar or Tiefling.

Why is it 'illegal' you might ask? Well, because of some of the more insane laws of the Empire.

1: No extraplanar contact/travel. This means that any spell or class that talks to ANY other plane is considered illegal, or is subject to heavy scrutiny. Clerics get away with it because their prayers aren't actually contacting the Gods, they're just asking for power from them and the Gods can ignore them or grant spells at their whim… Also, you try telling people they can't worship the Gods… or the Gods that people can't pray to them. See how well that works out for you.

As you can imagine, this leads to Sorcerers with Extra-planar Bloodlines, Tieflings, Aasimars, and Half-Celestials/Half-Demons being… Well, a legal gray area. Sorcerers are given a bit of leeway, they can't control who their ancestors banged (might not have even been illegal at the time!) but Tieflings and Aasimars are more visibly marked by this, and thusly easier to be douchebags to.

2: Pornography is illegal. Why? No one knows (Moralistic crap, probably.) Does this stop the illegal porn trade? Hell no. And everybody knows it. But it's still illegal to own, manufacture, or distribute pornographic material in the N.A.E. Might not be illegal in other countries, but take your own risks, there Jumper, if that's your thing. Easier (and cheaper) to just go to the brothel.

3: Resurrection is Illegal in the N.A.E. for reasons of not disturbing the Balance of Life and Death… Supposedly. Practically speaking, it's more to keep the power over life and death in the hands of the Emperor and to avoid the paperwork of someone coming back to life. This includes: Raise Dead, Resurrection, True Resurrection, and any spell or ability which turns someone into an Undead, since that's just as bad if not worse. Praise be to Pluto, and please don't get angry at us! (Note: This has been lightly suspended due to the need for Undead to stock The Games.)

Now, it IS possible to get around this in several ways. if you're famous enough? People can petition the Emperor to allow your resurrection. Or you can get raised outside of the N.A.E. (Egypt has been making a killing on this kind of thing in recent years!) but no matter how you go about it? You're disqualified from American XCrawl for the remainder of your life after coming back from the dead. This is meant to keep up the lethality of The Games, as part of their main draw are the permanent repercussions.

4: Divination is Illegal/License-only/Restricted if you're not a licensed Government official. Go figure, Governments don't like it when their citizenry can spy on *them*. Or can find out how they're being spied upon every day. Any Wizard looking to learn spells like Nondetection, Read Thoughts,

Scrying, etc. had better either get a government job or be ready to pay massive fines. Sorcerers, again, get a little leeway since they officially cannot control how their magic manifests. Any Sorcerer who develops these spells is given a VERY stern lecture, and is then watched closely for the rest of their lives to make sure they're not trying to mind-read government officials.

4.1: Alchemy is also heavily restricted. Go figure, the government doesn't want unmonitored/unlicensed people who can turn lead into gold running around counterfeiting their coinage. Wanna practice Alchemy? You gotta have a license and submit a yearly record of what you've been doing/researching.

5: Trademarked Spells: This was a bit of a joke made in the original edition of XCrawl, where certain spells could be 'trademarked.' As in, they were made in such a way that *money* was the 'material component' for the spell, and that money would then be sent to the original creator of the spell. This went on for about 5 years before the government caught wind of where the money REALLY went and charged the bastard back-taxes for all that income. So, there are some custom-spells which require the sacrifice of money to cast in the setting, and it's possible your Jumper may make such a spell if they're so inclined.. but the government will have its taxes, you can be sure of that.

6: Undead. Yes, I know, I mentioned this above. But Undead, and Necromancy, are strictly regulated in the N.A.E. and in most civilized countries besides. Being an Undead is a surefire way to get yourself locked up and used in the Games (Willingly or not) or to be hunted down and destroyed. This isn't to say there aren't Undead-friendly places.

Egypt, for example, has Necropoli filled with Mummies and wraiths of the ancient dead, venerated for their knowledge of history and long 'lives' despite being warily restricted in their movements. Dhampyrs are rare, but definitely possible. Again, they fall into the legal 'gray area' the governments hate so much… but they just get to deal with a lot of racism.

Halflings…. oh dear, the poor halflings. Their homeland was utterly destroyed in The Cataclysm. Since then, they've been unwelcome guests in most other territories. There's plenty of conspiracy theorists out there who claim that Halflings have a world-spanning empire of crime, and the N.A.E. Police tend to canvas Halfling neighborhoods for suspects more frequently than literally any other group… But this isn't really helped by the more famous Halflings who made a name for themselves as Specialists in the Games, or as criminals in their own right.

This does not mean there IS a world-spanning network of criminals, mind. Honestly? Most halflings find that assumption hilariously stupid.

There is honestly so much on the various races in this setting, I could fill a book (heh) with it all. I highly suggest you look at the XCrawl books for more detailed information on the various racial dispositions and insane things in this setting.

Technology

Technology in XCrawl is… kinda messed up. Most of it was made by the Messianic Cult, a Monotheistic, human-supremacist, cult waiting for their 'savior' to come and wash the world clean of the Elder Races (Literally any race that isn't pure-Human.) They hate Divine Magic because to them it's blasphemous and coming from the 'wrong God.' They dislike Arcane Magic since to them it's Heresy.

This doesn't mean, however, that their technology, devices developed by them to compensate

for their dislike of Magic, is held in disregard. It's far too useful to disregard. Guns, cell phones, laptops, cars, airplanes, engines, boats, grand machines and small utility devices? All of it's far too useful, and people who *aren't* religious zealots can understand it too, and learn how to make/build/improve on it like normal.

Metallurgy has obviously expanded greatly with Alchemy. Most technologies are up to, or slightly beyond a 'modern earth' level… Except for Medical technology and sciences. Who needs it when you can just take a trip down to the local Temple and, with a donation, get that STI cleared up in six seconds? Most medics can do First Aid and keep you alive long enough for a Priest or Cleric to get there, but that's about it. Surgery is nearly non-existent, and the idea of an X-Ray machine is a laughable fantasy.

Prosthetics are very advanced, since not everyone can afford to FIND a Druid, let alone pay them enough for a Regeneration Spell.

Divisions and Equipment Restrictions:

These are the restrictions by Division (Div). After Div III, only **changes** will be noted.

Div III: Up to 5 Potions, One Magical Suit of Armor or protective device such as Bracers of Armor, One Shield, Three Wondrous Items and two rings per Crawler. Spellcasters may carry up to 1 Wand, One Rod or Staff, and up to 10 Spell levels worth of Scrolls for their own personal use.

Div II: Up to 7 Potions, and 4 Wondrous Items. Up to 20 Spell levels worth of Scrolls for personal use.

Div I: Up to 9 Potions, 2 Shields, 6 Wondrous Items. Up to 2 Wands, and up to 30 Spell levels worth of Scrolls for personal use.

Unlimited: Up to 12 Potions and 3 Magical Rings. Spellcasters may carry up to 3 Wands, 2 magical rods or staves, and up to 40 Spell levels of Scrolls for personal use.

'Unlimited' is a bit of a misnomer, but it's generally accepted that the lower divisions wont have things like +5 Wounding Flaming Greataxes involved. Unlimited? yeah. That minotaur's probably packing something like that.

Crawlers may carry up to 4 smoke bombs, 5 Alchmist's Fires, 5 Bang Bombs, and/or 5 Skyfire Arrows. Unlimited standard equipment, mundane archaic armor, and standard hand-to-hand weapons.

The following equipment is absolutely prohibited in the Games:

Poison (For the Crawlers, at least,) Firearms, Propulsion weapons such as air-rifles or rockets, gas-powered or electric weapons, combustibles excluding Alchemist's Fire, Acid or other corrosives, Biohazard weapons, Unholy or Blasphemous weapons or relics, Magical Extra-dimensional holding items (Bags of Holding,) Electronic equipment other than standard watches or flashlights.

The Divisions are (loosely) based on your character level, though NPC Classes don't really do much to help with your ability to compete in the XCrawl. The good thing about going up in the Divisions are:

1: Higher level opponents. Meaning better challenges, more fame, more glory, and better loot.

2: Better loot. I know this was part of 1, but it's a big part of the setting.

3: Better endorsements/sponsorships/benefits. Div III ain't getting movie deals very often.

4: More Fame. Better Loot. Seriously. This is a big deal. This is a world where you slaughter an entire room full to bursting with goblins like a murder-hobo blender and your prize is a new microwave or a 100gp Gift Card to QuizNosferatu.

On levels:

Commoners and Non-XCrawlers more often than not have NPC Classes, so keep that in mind. A Level 20 Commoner may not seem very impressive? But compared to a level 1 Commoner, they're the local bigshot. THE Farmer in a community of farmers. This isn't to say they can't have a few levels in other classes, but a dedicated Commoner is not to be underestimated.

Experts are just that. Literally everyone who's an expert at a craft is of the Expert NPC Class, or has levels in it. A lvl 10 NPC, Commoner 5/Expert 5? That guy's the one people send to town with all of their produce to get the best deals.

Nobles who participate in the XCrawl are expected to have ⅓ of their levels be in the Noble NPC Class, lest they risk losing Mommy and Daddy's money financing their 'adventures.' With the way Leveling works in this Jump? You should have no trouble keeping up with it.

Based on a constant level of improvement/participation in the world (meaning no turtling up in a cave somewhere!) you can gain 30 levels. Normal Pathfinder rules stop at lvl 20, but feel free to fanwank some Epic level stuff if you want to. For Nobles, this means you can reasonably expect to max out one PC Class and get 10 levels in Noble without buying a single instance of the **Level** perk. Buying more Levels just nets you a buffer of levels on top of those earned during the Jump.

Don't underestimate the NPC Classes, either. They're not as good as PC Classes, obviously, but they're still fairly good for daily life in the world.

For those who really want to cheese and go full-bore into a single class, here's a link to some publicly available Epic Pathfinder rules:
https://www.jessesdnd.com/sites/default/files/EpicPathfinder1.6.pdf

The N.A.E.

As seen in the image above under 'Locations,' The North American Empire stretches from Mexico to the arctic. Cities, in general, remain the same save for the vast open stretches of land between them. In most cases, cities are walled locations meant to keep intruders out. 'Intruder's in this instance being wandering bands of monsters, roving tribes of Barbarians who never quite clicked with civilization, and other undesirables.

This isn't to say that people cannot live out there, just that they understand they're on their own and the local Police won't step one foot out of their way to help people who live outside of their jurisdiction. Many small towns litter the roadways, trains come and go along the lines bringing supplies to and from the various cities on their routes, and Caravans run between cities fairly regularly. Most Commoners cannot afford air travel, and as such caravan travel is much more likely to work.

The only real places the government legitimately stops people from going out in the wilds are usually the mountains. If not for the isolationist dwarven cities, most mountains would be completely

left for the Dragons to inhabit. The Emperor's agreement with the Dragons essentially boils down to 'if they're there? They're free game and we won't get angry at you if you kill them.'

Yes, Brothels exist. The police don't care, so long as none of them do anything *really* sketchy like bringing in Extra-planar beings or breaking age-restriction laws. They're actually fairly regulated, with monthly checks required by law to ensure everyone is healthy and not at risk of spreading some disease or infection. This won't stop some places from setting up an unregistered brothel, but then it becomes illegal due to the government not getting their damned taxes from it.

Feel free to fanwank franchises. A few memorable examples that have come up are as follows, and feel free to use them:

1: Green & Mean. Think Hooters mixed with (Insert bar and/or grille here), but staffed by Half-Orcs who work part-time there while working in the XCrawl (legally the only way for them to live outside of Orc Cities 1 & 2.)

2: QuizNosferatu. Think Quiznos, but was founded by a Vampire. (The founder was recently killed by his Dhampyr daughter, who took over the company.)

3: WhichWitch. Thich Whichwich, but with a theme of 'every day is Halloween' and founded by a coven of Witches.

For a 'Character sheet' I'd like to note that XCrawl does add a few skills. Like Grandstanding and Drive. Yes, you can put actual Skill Points into Grandstanding. Charisma-based, this skill is just like the Perk says. the Art of getting attention and playing the crowd. The Perk, if you want to think of it mechanically, allows you to act as if you had ideal conditions, a Crowd that's receptive, and max skill ranks, Skill Focus, and Greater Skill Focus without having to put any actual effort into it. Perks trump all but Drawbacks, after all. Fanwank to your heart's content.

General Rules of the XCrawl

1 to 5 Levels (as in 'dungeon levels,') one level per night of the event.

How do people view this? it's up to you, really. I had it set so that the Ceilings were one-way-visibility, so live audiences could see in and watch while the Crawlers only saw an appropriate ceiling. Most people see it from Cameras placed inside the 'dungeon.'

A team will go through the Dungeon, and hopefully get as far as they could without dying. Dead teammates may be supplemented between levels from a team's registered 'reserve members.'

Dungeon Judges are not allowed to disguise hazards. Traps may be hidden, but they cannot be impossible to disarm. Difficult? Yes. Impossible? No. Prizes must have labels, informing the party of what they do. No Cursed Items (Unless it's part of the gimmick, and they're clearly labeled as such) so no worries about getting that Cursed Girdle of Gender.

There will be **one** Rest Area per level of the Dungeon, placed wherever the DJ thinks is best. A team may rest there for up to ½ an hour before they must continue on. The Rest area is often stocked with a full fridge, mini-bar, and vending machine. A Bathroom and shower is always present.

Each room of a Dungeon must have a **No-Go** door. These doors are the emergency-exits for Monsters and Adventurers to get out if they need to before death. Once you go through a No-Go Door? You're Disqualified from the remainder of the event, as it is seen as 'Surrendering.'

Otherwise? Go wild with the Dungeons. You want one room filled with lava and fire-monsters, and the next room covered in 16 feet of ice filled with ice monsters? Go for it. The setting basically says 'Damned the Ecology! Build to Max!' Literally go wild with it. You don't have to care about whether this or that monster would actually live nearby. You can just have them imported and released when needed.

The only monsters you won't ever see in a Crawl? Dragons. Dragons ain't dumb enough to sign up, and the Empire can't force them without the rest of the Dragons in the mountains coming down on their heads like a sack of very angry, breath-weapon-using, multi-colored bricks.

Non-Com Badges are badges worn by non-combatants. These are the staff meant to keep the Dungeon up and running, clean-up between groups, and resetting/resupplying the traps and prizes. If you attack one in ***ANY*** fashion? (Including, but not limited to: physical attacks, magical attacks, mental manipulation/enchantment, bribery, coercion, and intimidation.) You're immediately Disqualified from the Crawl and may find yourself not welcomed in future events. And potentially blasted by the press, if they (or the league) happen to sell a recording of the altercation to a news outlet.

Final note: I own nothing and am making no money by the use of any information or images herein.