

Generic TTRPG Jump
v1.0
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Welcome to a stunningly ordinary world, at least with nothing more than a superficial glance. The differences between this world and a thousand mundane worlds may only reveal themselves to you if you are perceptive or if you take the right perks and drawbacks. The primary theme of this world is tabletop roleplaying games, in this often surprisingly normal place those who create these games hold a profound level of influence. By coming here you signal your intent to at least appreciate the power of TTRPGs.

Take **1000 Class Points** to fund your adventures.

Starting Location

Your origin determines your starting location.

A Gaming Store
Fans begin this jump in a gaming store that sells TTRPG books and gaming gear.

The Office Of A Trading Card Game Company
Designers begin this jump in the office of a tabletop roleplaying game company.

Inside A Session
Roleplayers begin this jump inside of a trading card of their choice. They can step out of it freely, and if they have the right perks they could even leave it accompanied by a new friend or in possession of a new item.

Age and Gender
You determine your age and gender freely for the sake of this jump.

Origins

Fan [Free]
You're an ordinary, albeit skilled, Fan of tabletop roleplaying games. This is, for many, a hobby, but for you, it's potentially a career.

Designer [Free]
You are a designer of tabletop roleplaying games. You work, in some meaningful creative capacity, for a company that designs and sells such games.

Roleplayer [200 CP]
There's always gotta be one. With this origin, you can enter tabletop roleplaying games, and with the right perks you can bring friends with you or take friends out of the games you enter. Roleplayers are incredibly rare, and in all likelihood, barring drawbacks, you'll be the only one you encounter if you select this origin or otherwise take the perks here.

Perks
Origins get their 100cp perks for free and the rest are discounted to 50%.

Fan

Rules Lawyer [100 CP | Free for Fan]
You have an innate, updating understanding of the rules of tabletop roleplaying games. Just touching a Fan manual or other such material is enough for you to intuitively understand the rules of the game it is a part of. If the rules have changed since you last played all it takes is for you to touch a campaign resource for you to understand the new rules.

Actor [200 CP | Discounted for Fan]
You are a stunningly talented actor. You can truly embody a character, and while it helps if the character is a complex, living being capable of growth and story arcs, even simple

characters come to life when you step into their shoes. This boosts your skill with acting comprehensively, though it is at its strongest in a roleplaying context.

Dungeon Master [400 CP | Discounted for Fan]
You have the organizational skills, as well as the mental capacity to be a fantastic dungeon/game master. You can both coordinate schedules and mentally plot out a campaign from start to finish with tremendous ease, and beyond that you are a naturally encouraging and surprisingly skilled leader capable of coaxing shy Fans to embrace their characters and of moving a plot along without discouraging silliness, humor, levity, or even other, deeper emotions. This skill set is handy for people who prefer to play Fan characters instead of being DMs as well.

Ability Score Improvement [600 CP | Discounted for Fan]
Whenever you design a new Fan character, or antagonist for a TTRPG (if you're a dungeon/game master for a campaign or one-shot) you get an incredibly slight, almost perceptible buff that is keyed to the character's strongest stat or best skill (depending on the system you're using). When you actually sit down and play the character the buff gets stronger, becoming slightly noticeable in relevant situations. If you finish a campaign or one shot with the character the buff gets much stronger. How much stronger depends on a number of factors, with the central ones being how long and difficult the campaign or one-shot happened to be, and how skillfully you played the character and a minor one being how often the skill or stat in question was actually used in the campaign or one shot.

Designer

Lore [100 CP | Free for Designer]
You are proficient, strikingly so, at worldbuilding. You can design a coherent, cogent setting for a thousand campaigns to take place in, and people who explore the worlds you create will never get bored.

System Architect [200 CP | Discounted for Designer]
You have a structured, orderly mind capable of creating sensible rules and mechanics that govern settings and have layers of complexity and strategy. You can create rules that govern settings that are sensible, fit within the world, have layers to unpack and make sense, and help create a balanced place for Fans and game masters to explore.

Marketing Master [400 CP | Discounted for Designer]
You have the marketing and merchandising skills to make a game go from being an indie thing enjoyed by the most in-the-known people in the TTRPG community to being a rival of D&D and other monstrously popular games. This is strong enough that you can successfully introduce TTRPGs to communities in worlds where TTRPGs do not exist, and where you can easily market the heck out of them turning them into household products.

Creative Force [600 CP | Discounted for Designer]
It seems that creation does more for you than it does for most. When you create a TTRPG you get buffed for it, gaining a buff related to the theme of the TTRPG you

created. The strength of this buff will always start off small, but it grows the more popular the TTRPG you created becomes. These buffs also persist across jumps.

Roleplayer

Session 0 [100 CP | Free for Roleplayer]
You can freely enter the worlds of TTRPGs, so long as you have access to something that connects to a given setting. This could be a book set in that world, a campaign resource guide, a webpage pulled up somewhere that is about the world you want to visit, or something else. When you enter these worlds you can choose to be yourself, to be a character you've created that is compatible with the setting, or you can choose to enter a character creation screen that walks you through creating a new character. If you die in these settings you can be revived by someone in the setting (if such features exist) but if they couldn't resurrect you in a minute you'd be returned to the real world of the jump, unharmed but a little tired. You can also leave at will. Time dramatically slows down in the real world when you are in a TTRPG setting. When you return to the same world, it remembers you and what you've done, allowing you to resume adventures (and time in such a place freezes when you are not in it). With training and experience in a given TTRPG setting you can eventually learn to enter a setting as something other than a player character or yourself, gaining access to the knowledge and abilities of a range of characters (but you can only use the abilities of the character you're actively in the setting as, no mixing and matching with just this perk).

You Meet In A Tavern [200 CP | Discounted for Roleplayer]
You can bring friends with you into TTRPG settings (and they get the main benefits of Session 0, such as the ability to become characters they've created for the setting, and protections from in-TTRPG-world death). You can also bring people out of a TTRPG world and into the real world with you, though they have to consent to it. Their powers in their native setting persist in the real world but scaled down to your level of power or to their own overall strength (whichever is lower). These people are loyal to you but free willed and disagreements can arise. They can choose to return to their native settings at any time. If you die they get sent back to their native realities.

Heart Of Adventure [400 CP | Discounted for Roleplayer]
Over time, as you explore worlds and gain familiarity with lives other than your own you can begin to internalize and master the abilities and skills of the people you become. The more time you spend as a given character the more of their abilities slowly become yours. If you complete adventures and campaigns as a character you gain a noticeable buff to your ability to internalize their skills and abilities. This trait also lets you pull copies of items out of TTRPGs, but each item has a number of charges and each time you use them a charge gets expended. The number of charges they have depends on their nature and power (with more powerful items having less charges) and to recharge an item's charges you must return to the world it hails from.

Campaign [600 CP | Discounted for Roleplayer]
Each adventure you embark on empowers you in some way. The sorts of adventures you go on in TTRPG settings, or to a lesser extent if you use the powers you have from TTRPG settings (assuming you take Heart of Adventure), leave you empowered. The

themes of the adventure, and its length and intensity, determine how strongly these adventures leave you empower, but each journey you complete will see you better for it.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Fan

Rulebook [100 CP | Free for Fan]
This rulebook contains all the rules for one TTRPG of your choice. It is an expansive, expanding thing that updates as new rules are released. By allowing it to touch the rulebooks of other systems it expands and gains new information, copying the rulebooks of the other settings with ease. In future jumps this can be used to

Session Finder [200 CP | Discounted for Fan]
You have an app on your phone, or some sort of equivalent, that can help connect you with people who'd like to be in a TTRPG campaign with you. In future jumps this updates to fit the setting, but still achieves the same results.

Campaign Planner [400 CP | Discounted for Fan]
This device is a set of dungeon master panels and notebooks that are perfect for campaign planning. They boost your creativity and help you sketch out all sorts of campaigns, from ones that are fantastical and epic in scope to smaller, more intimate one-shots. With this, the campaigns you plot out will be much more detailed, enjoyable, and of a higher quality.

Designer

Contacts [100 CP | Free for Designer]
You have a series of contacts in the TTRPG industry. These individuals include playtesters, designers, and artists. This isn't a ton of contacts, but each of them is high quality and you can figure out how to hire them with a remarkable level of ease.

Marketing Team [200 CP | Discounted for Designer]
This team of expert marketers is always available for you to use to expertly market your latest TTRPG products. With these people at your side, and an impressively small investment, they'll work hard to enact thoughtful marketing campaigns that skyrocket the sales of your products.

Game Company [400 CP | Discounted for Designer]
You are the owner of this entertainment company that specializes in producing tabletop roleplaying games. This company follows you from jump to jump and keeps meticulous notes on each game system they publish. This company is also decently successfully, earning more than enough to hire and field multiple teams of artists and designers at the same time while awarding you a decent profit.

Roleplayer

Class Materials [100 CP | Free for Roleplayer]
You can select a class from a TTRPG every single jump (counting this one). This gives you a set of items related to that class at the start of every jump. These items are of masterwork quality and subtly enchanted to minorly buff and boost you when you use them, allowing you to be just a bit more likely to hit someone with a sword and deal just a little bit more damage if you actually do hit them.

Setting Stockpile [200 CP | Discounted for Roleplayer]
Select a TTRPG setting at the start of every jump. You receive a stockpile of minor items from that setting, of middling power. These will tend to be either magical or advanced items of some level of power, but nothing earth-shaking.

Setting Screen [400 CP | Discounted for Roleplayer]
This is a DM screen that is blank on your side. At the start of each day, you can key the blank side of the DM's screen to a TTRPG setting of your choice by taking something keyed to that setting (such as a character sheet or a text related to the setting) and putting it up to the screen. If you do this, you can grab the screen and if you hit someone with it it can be used to teleport them to the world of the TTRPG you selected. They will not receive the benefits of *Session 0* and if they die in the TTRPG world it is permanent.

Companions

Companion Import/Companion Creation [50-200]
With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [+0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. You can take this up to three times for points, but after that all it does is extend the length of your stay in this setting.

Judgmental [+100]
Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

Loss of Understanding [+200]
People will, from here on out, be much more ignorant as to how TTRPGs work. There will be many annoying remarks, particularly about games you like, where people reveal how dense they are.

Least Favorite Type [+200]
Whatever type of TTRPG you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend games you just don't like, and such games will experience surges of popularity.

Fandom Wars [+400]
Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

Everybody's A Critic [+400]
TTRPG critics are much harsher in this world. Their reviews are scathing and they actually impact how well a series does. This may sound like a boon, but enough bad reviews can shutter a setting and get it discontinued, not to mention harm the mental health of designers.

Endless Debates [+400]
Oh no, people are really annoying about this now. The entire time you're here discourse about games will be happening. Expect endless debates about the secret political meanings of TTRPGs whenever you look at the comments section of anything involving such games.

TTRPG For Real [+600]
This world has gotten much, much weirder. Characters from TTRPGs now bleed through into reality, and popular enough series can find their characters coming to life in the real world spontaneously. Things and people from TTRPG worlds operate on rules similar to when characters are brought out of games, but without being capped at your power level or tied to you. These characters will have their own senses of morality and their powers, and thus this world will certainly be very different. Unfortunately, this only

begins to happen when you enter the world, perhaps as a consequence of this world being opened to the grander multiverse.

TTRPG Wars [+600]
Roleplayers, as per the origin, now exist in much greater numbers. They have their own copies of the abilities here, and while many are helpful and kind, some are not and like to use their powers selfishly, creating regions they rule over using their powers from an assortment of TTRPG characters to get rich or to live hedonistically.

Lockdown [+600]
You have no **Out-of-context** items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.