Generic Gamer Jump

v1.2
by Low_Hour

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

What world you appear in, specifically, is somewhat less important. You will get to decide that, as well as what form the abilities of the Gamer take in you.

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

You begin with 1000 CP to spend on Perks and NPCs, as well as 1350 GP (Game Points) with which to design the Gamer System.

Difficulty

How challenged do you want to be? Whatever you choose, this will affect not just the power of the enemies you have to face, but also the tone of your stay here.

Easy (+0 CP): This world is very low-level. Probably not that much more dangerous than the world you're originally from. There are few, if any, creatures of power here. Things are light-hearted, maybe even comedic, and bad things will rarely, if ever, happen at random — it's total slice-of-life. Even if you haven't been through a Jump before, you'll be just fine.

Medium (+200 CP): Now this is a bit more like it. Things still aren't too dangerous — street-level, really — but at least there's *some* danger to be had. There are some beings to be wary of here and there, but nothing world changing. Not entirely dark nor entirely bright; things both good and bad happen about as often as they would normally. Not really anything to be overly concerned about.

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

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

Setting

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

You may, if you like, disregard these options and travel to a pre-existing setting; you may use this Doc as a Supplement if the setting you choose has a Jump Doc. If you do pick a pre-existing setting, its difficulty will be adjusted to match whatever you chose in the section above.

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

Perks

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

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

100-CP Perks

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

Lightning Quick: Well, not *that* quick, or anywhere near it, admittedly, but it's a cool name. You're fast enough that the mundane eye can't keep track of you, able to cross entire football fields in seconds. But there's a difference between being fast and being quick, and you're both — in addition to your incredible speed, your reflexes are instantaneous and incredibly precise. The deftness and dexterity you possess is beyond even a lifetime of training; other people occasionally fumble, but not you. You have a gymnast's flexibility and walk with a dancer's grace.

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

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

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

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

Silver Tongue: Well aren't you a charmer. You're able to wheel and deal with the best of them thanks to an acute understanding of psychology as well as a keen insight into people's thoughts, desires, and motivations; you know how to make people laugh, cry, or feel just about any way you want them to feel, really. Unless what you say is blatantly and obviously false, it's all but impossible to catch you in a lie. You know just what makes a person tick and how to get them to do what you want, to even make them want to do what you want. You're able to be the life of the party one minute, put the fear of God into the whole room the next, then smooth it over like it never happened. You have a startling grasp of local etiquette and customs, even those you'd have no way of knowing about beforehand. The only way someone is coming away with a negative first impression of you is if you want them to. It's just hard to dislike you, and the alternative is oh so very easy. It certainly doesn't hurt that you're probably the best looking person in the world. You even smell amazing.

The Devil's Own Luck: People often identify good luck with winning the lottery or finding a hundred dollar bill on the ground, with having things just fall into your lap. This is a more everyday sort of luck, though you have a smidgen of the other sort, too. It's the sort of luck that, if it were less influential, would be so subtle as to be hard to point out as existing at all. You'll be somewhat luckier at gambling and score critical hits and suchlike more often, of course, but mostly it's just a smoothing out of the bumps in your life. It's a steady stream of good days, with bad ones few and far between. It's an assurance that random chance will never work against you or those you care about. It's the absence of any lucky breaks for anyone working against you. It's something hard to see in anything but the abstract, but it's unmistakably there, nudging all of the events in your life to be just a little closer to how you'd prefer them.

Super Sensory: The power of your senses is beyond human. You're able to see the entire electromagnetic spectrum, and your vision does not degrade with distance; your perceptual span extends to your entire field of view, not limited by where specifically your eyes are pointing. Your ears are as sensitive as a bat's, and the range of frequencies they can detect is vastly expanded. Your sense of smell is comparable to a dog's, and your smell receptors are adjusted so that everything, even normally odorless things like water, glass, or even light, have an identifiable scent. Similarly, even normally flavorless or impossible to taste things suddenly develop an identifiable and distinctive flavor. Your sense of touch becomes sensitive enough to detect the change in air pressure of someone breathing in the next room over. You need not fear being overwhelmed by how incredibly powerful your senses are, however, as your senses can never overwhelm you no matter how much information they subject you to, to the point that unpleasant things like bad odors or offensive tastes, or even pain, no longer trigger an instinctive negative reaction in you; you still probably won't *like* them, but they'll just be more sensory input now, not actively unpleasant. Not only that, but each of your senses is complex enough to identify individual inputs regardless of source, letting you track individual bullets in midair, pick out a set of footsteps during an explosion, identify by flavor and scent every single ingredient in the most complex dish in the world, and more. You even have a great sense of balance.

Font of Magic: Whether or not the people of this world are capable of magic or, if they are, even spend magical energy to do it, you have enough magical power to rival any old wizard and can expend it to accomplish magical effects. Furthermore, the sheer depth of your magic tears apart lesser hostile spells and weakens stronger hostile spells that would otherwise affect you; as this defense is linked to your own stores of mana, its effectiveness is dependent on how much you have yet to use. Not only is there power and depth to your reserves of mana, but you find them refilling much faster than they should. Magical energy itself is easier for you to shape and craft than it has any reason to be, though that native talent should not be confused with a skill for it — unfortunately, any skill this Perk imparts is merely enough to ensure that you don't do something careless and blow yourself up; for all your power, you are an utter novice to the art of magic. With time and training, however, oh, what wonders you shall enact.

200-CP Perks

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

DPS: That stands for ‘damage per second’, by the way. Something you’re great at dishing out. You have a knack for using your powers and abilities offensively, such that you could use even novel, normally non-lethal powers to deadly effect, as if you’d practiced with them for decades. You can also do the reverse and use normally lethal powers to subdue an opponent with no long-term damage should you need to take them alive. You not only have an intuitive grasp of what sort of attacks would be most harmful to a particular enemy, but you’re able to spot weaknesses and chinks in their armor with ease; if that weren’t enough, your attacks seem to actively seek out their targets — and their weak points, if they have any — of their own accord. Your attacks move faster and take less out of you, sword swings ignoring air resistance and fireballs requiring less fuel. Furthermore, your attacks at least partially ignore defenses; this means that they do more damage than they otherwise would, sure, but it also enables you to hurt people with what they’re normally immune to, even when it doesn’t make sense, poisoning someone without a body or burning a fire elemental.

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

Healer: You are a physician par excellence. You have an encyclopedic knowledge of all existing illnesses and how to cure them, even those that are magical in nature or have yet to be discovered; this includes psychological disorders, though that’s more treatment than cure. You are passively aware of how injured the people around you are and how ‘expensive’ in time, effort, and resources it would be to treat them. To help in healing people in time, you have a passive aura that selectively stalls the passive worsening of wounds in the vicinity, such as blood loss or internal bleeding; as long as someone stays still and doesn’t aggravate their injuries (and doesn’t suffer any more injuries), they’re not dying on your watch. Additionally, temporary ‘debuffs’, such as poisoning, paralysis, or certain magical effects afflict yourself and nearby allies only a tenth as long before running their course. Finally, both your efforts at healing and restoring others, both mundane and supernatural, are significantly more effective, costing only a third in time, effort, and resources of any kind.

The Face: Have you ever heard of Diplomancy? It’s being so good at social interactions that it’s basically magic. You’re not quite *that* good, but a person could be forgiven for thinking so. Your ability is simple but powerful: you always know just what sort of argument to use to persuade a

person. That's it. If you can possibly persuade a person to do something or convince them of a certain way of thinking, you will know the best argument to make, tailored to them specifically, and even have an idea of the non-verbal cues — body language, your voice's tone and pitch — that will help to convince them. You can use this to try to persuade a single person at a time, or you can put it to work on entire groups: perhaps you will not convince all of the members of the group in this way, but a majority almost assuredly.

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

Jack of All Trades: There's a time for specialization, and there's a time for generalization. Whenever you're working to bring a skill or ability you possess up to the level of another skill or ability you possess, you'll find the necessary work taking a fraction of the time and effort. Additionally, you have, by default, at least a slightly above average aptitude in all mundane skills, talents, and fields, and you already possess the average professional's skill and knowledge in all mundane areas. You're not necessarily good at everything, but you're not bad at anything, and nothing that could be called a skill is barred from you. This effect applies not just to skills, but also to other, more natural qualities, such as strength or intelligence. It updates itself in future Jumps, too, dragging you up to meet the above average of whatever your species is in all respects; it includes vast outliers in its accounting as well, so if you go to Marvel, you won't be just slightly smarter than a normal person, not with people like Tony Stark or Reed Richards around to skew the curve. This 're-averaging' never downgrades anything from its current level. There is nothing you can't do.

400-CP Perks

Experience Booster: It's not uncommon for a story to have its main character progress in power rapidly, far faster than anyone else ever has. In the Gamer and the stories it inspired, this trope is actually built into the main character's power. You'll have access to that even without this, but if you're looking to make even that look like chump change, then this is the Perk for you, as whatever development or training you undergo becomes a hundred times more effective than it otherwise would be. You may purchase this multiple times, at a price of 200 CP each after the first purchase, with the effects of each purchase stacking additively, as opposed to multiplicatively.

Progressing Difficulty: It's very common for the amount of danger a character faces in a story, *especially* in games, to increase as the character grows in power but never present them with a threat too great for them to handle. Similarly, you'll never face a threat beyond your ability to deal with unless you actively go looking for it. So long as you don't do anything rash, any battle you're in will be one where you have a fighting chance. You can even toggle on or off an effect to actively make it more likely for you to encounter enemies to fight and danger to overcome; never enough to put you at any real risk, but just the right mix of safety and challenge to push you to the next level.

Take Your Time: Some games have so many world ending threats you wouldn't believe. Life-extincting meteors, ancient and unstoppable dragons, angry gods, the works. But no matter how urgent the quest, the hero always seems to have enough time before confronting the big bad to do side-quests, collect items, grind, or just stand around and do nothing. So, too, with you. You never have to worry about deadlines or time limits. You can take a pause on any task to go do something else without fear of consequences. If you have a deal to write a novel, neither your publisher nor your fans will care if you finish it on time or not. If there's ten minutes until a bomb explodes, you can go do something else for years before coming back to deal with it, with just as much time on the clock. If your friends are, at this very moment, about to fight a vastly more powerful opponent, you can take as much time as you like before joining them at the beginning of the battle. If you have a few more things you want to do before a Jump ends, you can take care of them at your own pace. Truly, a procrastinator's dream come true.

Walkthrough: You gain a comprehensive mental guide to every Jump you go to, including this one. You know how game guidebooks and walkthroughs give you information on what items are available and where, crafting recipes, how to unlock and complete quests, the steps you need to take to gain access to a given class or skill, what you need to do to make a given character available for recruitment, monster stats and tips on how to beat them, and more? You have all of that in your head. It's not quite that simple, of course; it's game logic translated to real life, so of course it's not foolproof. Just because you'll know the warning signs for the dragon boss's fire breath attack doesn't mean you'll necessarily avoid it; just because you'll know that the withered knight has a bad knee doesn't mean you'll have the skill to take advantage of it; just because you'll know what steps you must take to make a given individual open to recruitment as a Companion doesn't mean that it'll be easy or that you won't mess it up. But you have a library-sized cheatbook to the world in your head — if knowledge is power, then you are the most powerful being alive.

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

It's Dangerous to Go Alone: Some foes aren't meant to be faced alone, and even a Gamer can't do everything by themselves. If there's a gap in your build, if you need a specialist, or even if you just want some company in the long hours of dungeon grinding, you'll find yourself meeting people with cohesive, complementary, and useful skill sets and abilities. People whom you'll easily get along with and grow close to, who will seamlessly find their place in existing dynamics. You won't outgrow them, either, as any Companions or allies, even those you don't find this way, always manage to, if not keep up with you, then at least stay relevant in whatever roles they find themselves in.

600-CP Perks

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

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

Gamer System

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

You have a stipend of 1350 GP (Gamer Points) with which to do it. CP may be converted to GP at a 1:1 ratio, but GP cannot be turned into CP.

Uncapped (Free)

It wouldn't be much of a Gamer System if it put the brakes on you after an arbitrary period, would it? You may now improve anything about you to any level with sufficient time and effort. You might still need other Perks or abilities to make such improvement *easy*, but your potential now has no real limits.

Integration (Free)

If you already possess any Gamer abilities or game-related Perks, they are automatically integrated into this System free of charge, as are any such abilities you gain going forward.

HUD/UI (Mandatory/Free/-50 GP)

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

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

Miscellaneous Settings (-50 GP)

Want to have background music? Subtitles? Cosmetic options? To be able to view the world from a third person perspective without compromising your ability to move and interact with things? This is the purchase for you. Any miscellaneous options that don't significantly affect game balance and could conceivably be found in a configuration menu are available here.

Gamer's Body (-50/-100 GP)

One of the staples of the genre. For 50 GP, you have the body of a video game character. No matter how injured you are, your body's functionality isn't impaired. While you can run out of stamina, you don't need to sleep, and you'll get a full second wind if you rest for thirty minutes.

Sleep can still be beneficial, though — you are able to cause yourself to fall asleep instantly, and when you sleep for at least six hours, you are completely healed and rejuvenated. Negative conditions such as illness, paralysis, or loss of limb are treated as negative status effects and also fade after six hours' sleep. You have no need to eat or drink for sustenance, and you may treat using the bathroom as entirely optional.

Game characters don't age! (At least, not usually.) For an additional 50 GP, you may prevent yourself from physically aging. Since this could be quite annoying if you're not yet at your preferred age, this effect may be toggled on and off.

Gamer's Mind (-50/-100 GP)

Another staple of the genre. For 50 GP, you have the mind of someone playing a video game. You are immune to absolutely anything that might affect you mentally, be it external things like drugs or mind control or internal things like depression or insanity. No matter how powerful the effect, this ability cannot be bypassed. You don't suffer from mental exhaustion. Furthermore, you will always keep your cool and never be overwhelmed by emotion — this explicitly does NOT reduce your ability to feel emotion in any way, just enhances your self-control so that you're never overcome by it, no matter how intense.

You may selectively toggle this Feature's effects to temporarily or permanently remove your immunity to alcohol or drugs.

For an additional 50 GP, your mind cannot be read, nor any other part of your inner world discerned by anything but pure social skill; your thoughts and feelings are for you and you alone to know.

HP System (-50 GP)

HP standing for 'health points'. The state of your physical health quantified. While you're completely unharmed, it's at full; as you get hurt, it will go down. If it goes to 0, it's because you've died. Depleted HP will recover over time. You'll see other people's HP floating above their heads.

If you've purchased **Gamer's Body**, then any injury you take, even if it's lethal, is instantly repaired so long as you have enough HP left. Additionally and unlike before, you won't automatically die if your HP drops to 0, though extra damage will leak over; instead, the instant regen will cease for sixty seconds, and then your HP will begin to recover. HP will recover completely after six hours' sleep.

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

MP System (-50 GP)

MP standing for ‘magic points’. MP can be used for more things than just magic, though: it can be used to substitute any internal supernatural resource, be it mana, ki, psionic energy, soul power, or what have you, in the use of abilities that require such things as fuel. If you already have such a supernatural resource, that will be taken into account when calculating how much MP you have. Is a requirement for the use of certain skills. Depleted MP will recover over time.

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

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

Eat My Way to Victory (-50 GP)

You may recover health and stamina by eating food; the more well-prepared the food, the more you recover. If the food is *really* well-prepared, it may even convey certain status buffs.

Burst Meter (-50 CP)

You gain a meter that very gradually fills itself over time and is filled by about 1/5th whenever you take a meaningful amount of damage. When the meter is full, you can empty it to boost one of your attacks/abilities for a few seconds. The selected ability not only becomes drastically boosted in power/potency but, if it would normally have even the slightest chance of working / hitting its target, it becomes guaranteed to.

Mini-Map (-50/-100/-150 GP)

For 50 GP, there is a 2D map in your HUD, filled in as you explore the area. This is, by default, always visible in the corner of your vision, but you may toggle it off, or you may navigate through the UI to have it temporarily take up most of your field of vision and zoom in on areas as you please. Even while it’s on, it doesn’t obstruct your view of anything.

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

For an additional 50 GP, you may place markers on the map for future reference.

If you’ve purchased **Threat Cursors**, then the position of sentient beings is automatically identified as small arrows on visible portions of the map, an arrow’s direction signifying which direction they’re facing, and with different colors signifying whether they are friend, foe, or neutral — what colors, specifically, are up to you.

Threat Cursors (-50 GP)

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

Levels (-100/-150 GP)

You begin at Level 1. For 100 GP, you earn experience (EXP) by defeating opponents, more if you kill them, and once you earn enough, you level up. When you level up, you are completely and totally healed and rejuvenated. You can see a person's level, a rough indication of how dangerous they are, floating above their head so long as it is not at least 50 above yours. There is no level limit, but the higher your level, the more EXP you'll need to reach the next one.

This is admittedly not that useful in and of itself, but it becomes very useful when combined with certain other Features.

For an additional 50 GP, you earn extra EXP when the person or creature defeated is at the same level as you and exponentially more EXP the higher their level is than yours.

Attributes (-100/-150 GP)

Statistical measurements of your attributes, the classic examples being strength, dexterity, vitality, intelligence, and wisdom. Attributes may be improved through training them, though the higher they are, the more difficult they are to improve this way; there is no hard limit to how high they may rise.

How many attributes you possess is up to you, but each attribute must be reasonably powered (no God Stats), cover roughly the same amount of things each, and be at least possible to argue as being equal in how useful they are. See notes for example attributes.

The rating at which an attribute starts takes into account any pre-existing boosts you might possess; purely mundane, non-Perk-enhanced attributes begin at 10.

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

If you've purchased **Skills**, then upon raising an attribute to a multiple of 50, you will gain relevant 'Skills', one for how many times the attribute is divisible by 50. Many skills will scale in power with specific attributes, and these are especially likely to. If you choose to pay an additional 50 GP on top of the base 100, then the amount of skills you gain upon raising an

attribute to a multiple 50 will always be two greater than the last time you raised it to a multiple of 50. So, if you raised your strength to 50, you'd gain one skill, three skills upon raising it to 100, five skills upon raising it to 150, etc.

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

For 100 GP, any ability or skill you possess becomes a 'Skill', with a skill level, increasing in power and efficiency as it levels up, done by gaining enough experience, which is gathered by using the skill; Level 1 is maximum inefficiency, while Level 99 is the maximum efficiency you could normally get — you can go even beyond that, though, with no hard cap to how high a skill's level can be. The higher a skill's level, the more experience required to get it to the next level. Generally, the more powerful and useful a skill, the slower it is to level up.

Any powers, skills, or abilities you already possess are automatically converted into System Skills. You may gain new skills by performing relevant actions; for example, throwing a knife might earn you the skill 'Knife Throwing'. Skills will not deteriorate with time or disuse.

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

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

Observe (-100 GP)

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

Skill Books (-100 GP)

Despite the name, does not require the purchase of **Skills**, though there is obviously synergy. If you come across an instructive manual, book, or even flash drive, you may gain access to the knowledge and ability contained within at a basic, comprehensive level. Your proficiency with these may be improved as you would improve any other skill. Many abilities gained this way will require a certain proficiency in a given attribute for you to be able to learn them.

Traits (-100/-200 GP)

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

If you've purchased **Levels**, then every ten levels, you will gain a new trait relevant to how you earned those levels. If you choose to pay an extra 100 GP, then the power of traits with a quantifiable effect will increase with your level.

Titles (-100/-200 GP)

For 100 GP, you have access to Titles, which are, well, titles awarded for doing particularly noteworthy things. Each title confers certain abilities on you while equipped; 'Dragon Slayer', earned for killing one hundred dragons, might make you particularly adept at killing more of them. You may gain new, more powerful versions of titles you already have for doing similar but more noteworthy things; killing one thousand dragons might earn you the more powerful 'Dragons' Bane', for example. You are able to see a person's title floating above their head.

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

Inventory (-100/-200 GP)

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

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

By default, you are not able to store living, sapient beings in your inventory, but you may if you pay an additional 100 GP, even if they are unwilling, provided you can actually get them in there. Inventoried creatures do not experience the passage of time.

Loot (-100 GP)

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

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

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

Quests (-100/-200 GP)

For 100 GP, you may undertake quests in exchange for certain rewards upon completion, such as powerful items, notoriety, or improved relationships. Any task other people request of or assign to you becomes a quest you may accept or reject, and the System may sometimes propose quests of its own accord, but the only way you can prompt quests is if they're big and momentous — you may get a quest for your commitment to slay the embodiment of evil and save the world, but you won't get one for your commitment to take out the garbage.

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

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

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

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

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

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

Achievements (-100 GP)

If you achieve certain notable milestones (ex. having 99 skills reach Level 99, killing an opponent without taking any damage, entering a hard-to-reach area), then you will receive achievements along with rewards commensurate to the achievements' difficulty:

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

If you've purchased **Attributes**, achievements will usually award attribute points or else directly increase how high one of your attributes is if it's relevant to the achievement.

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

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

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

Dating Simulator (-100 GP)

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

Furthermore, relationships will always progress in a way that you are okay with; if you don't want to become romantically involved with a person or even move on from being acquaintances and become friends, then it not only won't happen, but it won't be something they desire either.

This is mind reading and probability manipulation, NOT mind control.

If you've purchased **Levels**, then increasing your relationships with others will award you EXP, with greater amounts awarded for the greater a jump in relationship depth as well as how deep the relationship becomes as a whole.

Karma Meter (-100/-150/-200/-250/etc. GP)

For 100 GP, you will have access to a 'karma meter' measuring your position on a sliding scale between two opposite values; not necessarily 'good' versus 'evil', these values are entirely up to you so long as they are diametrically opposed. What you do and how you behave will affect your position on the scale, with each individual action's influence on the scale's position dependent on how extreme the action is. Whether you favor one extreme, the other, or the center between them, other people who share that alignment will be naturally predisposed to look upon you favorably.

You may pay an additional amount of GP to gain another set of opposed values for each 50 GP spent.

For an additional 100 GP, abilities strongly associated with the values you have selected will be boosted in power and effectiveness the closer you are to the extremes of those respective values on the scale, with certain commonly associated abilities being boosted while you are closer to the center.

Pause Function (-100 GP)

You may pause and unpause time at will. You may not move or do anything but think while time is paused in this way, though you may still interact with the UI and do things like look at and even adjust your stats and attributes. You may open your inventory, if you have one, while paused, but you may not put anything in it or take anything out of it.

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

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

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

Crafting System (-200 GP)

You can sacrifice certain items to create from them a greater whole. Craft potions, forge weapons, build battlements, and more. You may also break down items into raw 'crafting components' of appropriate rarity to the item being deconstructed that can then be used to craft other items of appropriate rarity. More cheaply, you can sacrifice some items to upgrade others and increase their performance, though this has diminishing returns past a certain level.

Gacha (-200 GP)

Once per day, you may make a spin of the gacha, winning a random amount of money, a randomly useful item, or, depending on the Features you purchased here, levels, attribute points, skill books, titles, traits, or unique classes. Sometimes you may even win extra gacha spins.

The range for how valuable the possible rewards are is immense, but the average will always be slightly useful to you, no matter how powerful you are, and no matter how worthless, will never be something negative. On some days you will win a stick, on others the Infinity+1 Sword.
As this feature is entirely dependent on luck, who knows how it would be affected by something like a luck stat?

Store (-200 GP)

There is a store accessible through the UI through which you can spend money to purchase useful items, as well as, depending on the Features you purchased here, levels, attribute points, skill books, titles, traits, unique classes, gacha spins, and temporary buffs/bonuses. Cost naturally scales with the value of the commodity in question. You may also sell or trade loot and items to this store.

Instant Dungeons (-200 GP)

You may enter and exit 'IDs', or 'Instant Dungeons', at will. For flavor, you may have this be the creation and destruction of IDs, or you may have them already exist naturally, with this ability merely granting access to them. By default, IDs are barren reflections of the real world, and you will appear in one in the same location you enter it from the real world, and you will return to the real world in the same location that you exited the ID. You can bring others into the ID with you, provided they consent. When you leave the ID, everyone you brought in will also leave it.

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

Safe Zones (-200/-300 GP)

Within each town, city, or settlement, there is a single building that qualifies as a 'safe zone'. For 200 GP, while within a safe zone, you cannot be harmed in any way, but neither can you harm anyone else, even if they're outside of the safe zone. Safe zones will always have at least one bed for you to rest in.

You may, at the beginning of a Jump, select any properties you own to qualify as safe zones, and they will not count towards a town's quota, but you may not change your decision at any point during the Jump.

For an additional 100 GP, safe zones are safe for everyone within them, not just you. If anyone is inside the building, they cannot be harmed, nor can they harm others. This will be considered merely a fact of life, and no one will find it particularly strange or out of the ordinary.

Fast Travel (-200 GP; requires **Safe Zones**)

You may 'fast travel', from one safe zone to any other you've previously been to, effectively teleporting between them. This isn't quite instant, but it only takes a minute, regardless of distance.

Party System (-200/-300 GP)

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

If you've purchased **HP System**, **MP System**, **Mini-Map**, **Threat Cursors**, **Levels**, **Attributes**, **Skills**, **Traits**, and/or **Titles**, then party-members will automatically gain access to those as well for as long as they're members of the party — and, of course, any Flaws associated with them. (To be clear, they will gain access specifically to the Features; they won't get your skill for playing the violin just because you purchased **Skills**.) Any improvements to level, stats, attributes, or skills will be retained even after they've left the party.

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

If you've purchased **Levels**, then you may pay an additional 100 GP so that each member of the party earns full EXP from any encounter provided that they contributed in at least some fashion to the defeat.

Guild System (-100/-200/-250 GP)

You may invite others to join a 'guild', with no upper limit on members. You may send guild wide notifications from any distance. All guild-members may send private messages to other guild-members, and you may selectively grant and revoke the right for other members to send guild-wide notifications. You may design a symbol of the guild, which guild-members can automatically apply to any items they possess.

You may do administrative things like instituting a tax on money earned by all guild-members, setting aside the money gathered this way for purposes such as funding the guild's goals or buying guild-wide bonuses from the store.

If you've purchased **Titles**, then your guild may also gain titles from accomplishments of the organization as a whole, with any member able to equip them. You are also capable of assigning guild-only titles, which are supplementary titles that don't count towards the limit of how many a person can have equipped, and which award special benefits while acting in the service of the guild and its interests depending on their rank. There are, of course, only so many high-ranking such titles that you can appoint relative to the number of guild-members.

If you've purchased the **Store**, then guild-members may also access it, using their own funds or any guild funds to which you've granted them access.

If you've purchased **Party System** and choose to pay another 100 GP, then your entire guild gains the benefits of the **Party System**'s effects on party-members except for experience sharing. For an additional 50 GP on top of that, guild-members may form their own parties for the purpose of experience sharing within the party.

Taming (-200/-250/-300/-350/-400 etc. GP)

For 200 GP, when you battle and incapacitate a creature, you may turn it into a 'Familiar'. Familiars are inherently loyal, obedient, and affectionate towards you and are rarely hostile to other people. If you can form a sufficiently deep connection or bond with a creature without resorting to violence, then that counts as having 'incapacitated' it for the taming process. You cannot turn a creature into a familiar if it is capable of higher thought — no taming humans, and if it's something like a dragon or unicorn, it needs to be of the non-intelligent kind.

Familiars gain access to the same Gamer System as you, though you are the one who manages their stats; no matter how much you increase their mental faculties, they will not develop sapience.

You may only have up to six familiars at once; if you tame a new one, you must release one of the old into the wild, where it will largely return to its pre-tamed ways, though its behavior will be affected by how you treated it and, if you treated it well, it may even be willing to rejoin you later without a fight. Released familiars lose access to the System but retain any improvements gained from it. You may pay an additional 50 GP to increase your maximum number of familiars by one; this may be done multiple times.

For an additional 50 GP, you may give telepathic commands to your familiars and sense the world through them.

If you've also purchased **Levels** and choose to pay an additional 100 GP, then your familiars gain EXP when you gain EXP and vice versa; this does not cross over, so one familiar gaining EXP will not result in the rest gaining EXP. With this, you can safely train your weaker familiars by getting into fights, or you can let your stronger familiars fight for you and still make some progress towards leveling up.

Classes (-200/-300/-400/-500 GP; requires **Levels**)

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

You may change classes at any time, retaining any abilities you've gained from them, at the cost of resetting your level to 1 for the new class, with the obvious cascading effects for things that

rely on your level, like HP, MP, or traits; if you switch back to an old class, your level will change back to what it was when you switched out of it.

You begin with just three classes — Fighter, Mage, and Rogue — to choose from, but you can gain access to new ones by performing a relevant action, ex. gaining access to the Innkeeper class by washing the tables of an abandoned inn or the Dancer class by dancing in front of an audience.

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

If you've also purchased **Attributes** and choose to pay an additional 100 GP, every time you level up, any attributes closely associated with your class — for example, strength/vitality with barbarians — will automatically be increased without taking away from your allotment of attribute points. The total amount of points increased will be the same across classes, but if you've purchased the option for prestige classes, prestige classes will give greater boosts. By default, you do not retain these stat boosts after changing classes.

For an additional 100 GP, you will retain the boosts to HP, MP, and attributes even after switching classes, and traits will work based on the total levels you've ever had, rather than how many you currently have.

Evolution (-100/-200 GP; requires **Levels**)

Each alt-form of a different species that you possess begins to keep track of how much EXP you gain in it, with alt-forms of the same species sharing that measurement. Once you gain the equivalent of fifty levels in a given alt-form, that alt-form will 'evolve', becoming a better, truer version of its previous self — tougher, stronger, all-around more powerful, possessing new abilities, and possibly bigger. You can evolve the same alt-form multiple times, though it will of course become more difficult each time.

For example, you might go from Vampire Neonate to Mature Vampire to Vampire Elder to Vampire True Blood to Vampire Progenitor to Vampire First Progenitor to Vampire God, and who knows after that?

For 100 GP, the boosts and new powers you gain from evolving don't carry over when you're in other alt-forms; for 200 GP, they do.

New Game+ (-400 GP)

Once either the Jump has ended or 10 years have passed, whichever comes first, you may choose to be sent back in time to the start of the Jump, retaining any improvements, powers, or items you have gained since then; Companions similarly retain memories and improvements. This reversal of time also affects the Jump duration.

Save Slot (-400/-450/-500/etc. GP)

You can ‘save’ a point in time, to which you can return at will, and you may do so automatically upon death. When you use a save, it is only your own mind that is ‘sent back in time’; you do not retain any improvements to your power that you’ve made, nor any new equipment you’ve collected, and any Companions you may have do not travel back with you.

You may save new points in time at the cost of replacing the old one, and you can only have a single one saved. Once a save is used, it is deleted, and a new one cannot be made until either the Jump has ended or 10 years have passed, whichever comes first. Once you’re no longer Jumping, whether because you’ve died, chosen to settle down, or Sparked out, this restriction is removed.

You may spend an additional 50 GP to gain an additional slot in which saves can be stored. This additional option may be purchased multiple times.

Flaws

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

Flaws may be taken as Jump-only Drawbacks and award CP for half the listed reward.

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

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

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

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

No Benchmark (+50 GP; requires **Attributes** and **Skills**)

You do not gain any skills for raising an attribute to a multiple of 50.

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

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

No Higher (+50 GP; requires **Skills**)

A skill's level cannot exceed 99; once you get there, it's done improving.

Book Burning (+50 GP; requires **Skill Books**)

The process of gaining access to the skill contained within a skill book dissolves the book.

Imposed Stat Balance (+50 GP; requires **Attributes**)

You cannot have one attribute more than four times greater than any other or else face punishments depending on the attributes in question, ex. Having 400 in a Magic stat without at least 100 in a Vitality stat would result in you taking constant damage from your body not being durable enough to safely channel your immense reservoirs of mana.

Worthless Victory (+50 GP; requires **Levels**)

Defeating enemies of a lower level than you will award even less EXP than it normally would. Within a few levels' difference it might still have some benefit, but more than that and you're unlikely to even notice the difference.

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

If there's more than a difference of ten levels between the highest-level party-member and the lowest-level party member, then experience is automatically distributed according to who did how much damage; this cannot be changed.

The Cost of Taming (+50 GP; requires **Taming**)

When taming a creature to turn it into a familiar, you must perform some additional act in addition to rendering it a non-threat. Maybe you have to spend a certain amount of money or MP. Maybe you have to overwhelm its will with your own. Maybe you have to catch it in a pokéball. Maybe you're unable to turn a creature into a familiar if it does not submit willingly without threat of violence. Regardless, you have to do something more than just beat it up.

Single Mon (+100 GP; requires **Taming**)

You may only ever have one familiar at once. Incompatible with the upgrade to increase the number of familiars you have.

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

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

Still Safe, Not a Zone (+100 GP; requires **Safe Zones**)

Rather than having entire buildings that qualify as safe zones, you only gain the benefits of a safe zone while lying in a specific bed, of which there is only one in each town, city, and settlement. If you take this Flaw, you may not purchase the upgrade to **Safe Zones**.

Monoclass (+100/+150 GP; requires **Classes**)

For 100 GP, you are restricted to a single class, and you cannot switch out of it until 10 years have passed or the Jump has ended, whichever comes first.

For an additional 50 GP, you cannot switch out of the class you pick while filling out this Doc, period.

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

RNG (+100/+150 GP; requires **Levels** and **Attributes**)

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

For an additional 50 GP, these attribute points are instead applied at total random.

External Interface (+100/+400 GP)

For 100 GP, you don't have a HUD. Instead, you have some sort of device — ex. a phone, a laptop, or perhaps a journal — that you must use whenever you interact with the System, be it to monitor your HP, distribute attribute points, peruse your skills, manage your quests, etc. It works just like any other version of the same device when you're not accessing the interface. If this device is lost or stolen or suffers damage beyond the cosmetic, it will be replaced with a fully functional identical copy the next day; it'll even have all of your non-interface things on it.

For 400 GP, the device may be replaced at the end of the Jump or once every 10 years — whichever ends up coming sooner — but never otherwise; if you lose it without a replacement queued up, you'll be unable to access the System until a new device becomes available.

If you wish, you may Import a pre-existing appropriate Item to serve as your interface device, but don't think you'll be able to cheat the 400-GP version that easy: if the device is lost or stolen or damaged beyond repair, having an instantly-replaceable Item serve as the device will see it instantly replaced, but it won't have access to the System until the deadline is up. Yes, you may still Import an Item that is indestructible or impossible to lose/steal, you cheater.

Cast From Hit Points (+200/+400 GP; requires **MP System**)

For 200 GP, you don't have any MP, and any abilities you have that would normally require you to spend MP instead spend directly from your HP, even if you didn't buy **HP System**; to use any of your powers with a cost, it'll mean hurting yourself.

For an additional 200 GP, you'll have to hurt yourself to activate any ability, even if it wouldn't ordinarily have a cost.

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

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

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

Should this be taken as a Drawback, you can choose at this point whether your emotions towards the events of this Jump remain this way or if you get to deal with the trauma all at once afterwards.

Buggy (+600 GP)

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

NPCs

Player Two (-50 CP per Import)

You may pay any multiple of 50 CP to Import one Companion for each 50 CP spent. Each Companion begins with 600 CP and 1350 GP. By default, your own System and each of your Companion's is not the same one.

It's a Party (-200 CP)

You may Import up to nine Companions. Each Companion begins with 600 CP and 1350 GP.

Helpful NPC (-50/-100 CP)

A person native to this world who stands out in some way from everyone else. Will become great friends with you and would love to join you on your Journey. You have some influence over their personality and whether they have a pre-existing relationship with you and of what nature.

You get that for 50 CP, but for 100 CP, they also get 600 CP and 1350 GP.

Final Boss (-250/-300 CP)

A being of immense power, with all the abilities you might expect a video game's unfair final boss to have. And they're on your side. You have some influence over their personality and whether they have a pre-existing relationship with you and of what nature.

You get that for 250 CP, but for 300 CP, they also get 1350 GP.

Recruitable Characters (Free)

Any person you convince to join the Chain as a Companion is free to.

Drawbacks

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

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

Bloatware (+100/+150/…/+500 CP; incompatible with **Speedrun**)

Whoever designed this game clearly did not know the meaning of the word “pacing”. The length of the Jump is extended by 10 years. This Drawback may be taken up to 9 times but after the first only rewards 50 CP each time it is taken.

Amnesia (+100 CP)

An amnesia Drawback. How original. You enter this world with no memory of what came before; your only awareness of the Chain’s existence is the Perks, Items, and other things you bring with you, though you don’t know how you got them.

Silent Protagonist (+100 CP)

You’re mute. That probably wouldn’t be too big a hardship all on its own, but people tend to become overly chatty when talking to you, holding you in a conversation you can’t escape from for minutes on end. Worse, they have a habit of ascribing meaning to your silences that may not match up with what you’d actually say if you could.

Aren’t You Cold In That? (+100 CP)

You’re gonna turn all the heads, Jumper. Any clothing you put on instantly shrinks to only cover your privates and feet up to your calves; don’t worry about ruining someone else’s good suit, though, as the clothes will return to normal when you take them off. This won’t make you any more agile, but your attire will still afford you protection as if it provided full coverage, and it’s quite the fashion statement. If people tell you off for public indecency, just say you breathe through your skin and need to wear as little as possible or you’ll suffocate.

Stilted Dialogue (+100 CP)

The people here are terrible conversationalists. Each person you meet only seems to know how to say a few sentences — with each one having its own tone and set of motions attached to it — and if you exhaust their supply, they’ll just cycle back to the beginning. What sentences they do know aren’t often relevant to whatever you just said to prompt them. They also just have a weird

way of speaking, letting long pauses linger at the beginning and end of each sentence they speak.

Closed World (+100 CP)

This world is not an open one. The routes between cities and other areas of interest are highly linear, and there is no straying from the beaten path; the invisible, unbreakable walls make sure of it. The population in any city you come across is much smaller than the location's size would suggest, with most buildings being more set piece than construction, with painted-on doors and windows. Other areas will have special conditions you need to complete to be able to enter them. The country you start in appears to be the only country in the world — or at least the only one you have access to — with any mention of the lands beyond being vague, racist, and vaguely racist mentions of foreigners.

Invincible Guards (+100 CP)

All of the towns and cities in this world are policed by guards. They're actually decent at their jobs — they don't seem to do anything but patrol unless they see or hear of a crime, and they don't engage in brutality, at least — but they're a little *too* effective. Not that they're overly smart, they're just ridiculously powerful, far beyond what the Difficulty setting you selected would indicate; no matter how strong you get, they'll always be stronger and faster, as well as impervious to any attacks you try against them. If they catch you committing a crime, you'll be helpless to resist when they throw you in jail or run you out of town. So don't get caught.

Sure would be nice if they helped out against the big bad or any monsters surrounding the town.

Our Princess Is in Another Castle (+100 CP)

Sometimes — not all of the time, but often enough — when you're searching for any given thing, be it a magical sword, a carton of milk, or a princess, you'll come upon the place it's definitely supposed to be and find that it's not there. It's still out there somewhere, but you'll have to begin your search anew and go through at least as much effort as you did the first time. Annoying no matter how many times it happens.

Zubat Country (+100 CP)

There is a certain Zubat-esque enemy in this world. They are everywhere. They cannot be escaped. They are weak, but the sheer number of them is enough to ensure they are an annoyance, and as a result of being so weak, they don't even offer much in the way of rewards for defeating them.

If you purchased **Instant Dungeons**, then no matter how proficient with the skill you grow and how powerful the monsters you're able to have the IDs create becomes, the vast amount of

enemies you find in them will be these Zubat-esque creatures. Even if you create an empty ID, they will be there. Waiting.

Tutorial Sprite (+100/+200/+300 CP)

Hey, hey, you! Pick this one! You should pick this Drawback! Are you seeing this? If you are, you should pick this one!

For 100 CP, whenever you are in a position to use one of your abilities that you haven't used in this Jump before, you will receive a ping notification, and a window will open up in your HUD with text explaining how to use the ability, even if — especially if — you already know how to use it. No matter how obvious it is. Even if the skill is jumping a foot in the air, it will instruct you on how to do so, and it won't contain any helpful tips for achieving a higher jump, either.

For an additional 100 CP, these notifications don't just pop up once. To make sure you know how to use the ability, you will get one of these notifications every time you use it. Every. Single. Time.

For an additional 100 CP, every time a notification appears, the "game" becomes paused so that you have time to view it. Every time. You can unpause at will, of course, but it'll still get paused again sooner or later. Sooner. It'll be sooner.

So You're a Spider (+200/+300 CP)

Well, not necessarily a spider, but some sort of small animal that would have trouble fighting a human. Any alt-forms — those that aren't the same species at least — are locked.

For 200 CP, you're something dangerous that people will avoid messing with, like a snake, a venomous spider, or a goose.

For 300 CP, you're something non-lethal and easily killable, like a fish, a house spider, or a pigeon.

You still have the System, so you're still going to go far should you live long, but the early days will be rough.

The Long Grind (+200/+400 CP)

For 200 CP, any training or development of your powers, skills, and abilities will take ten times as much time and effort to achieve the same results.

If you have any training boosters, including **Experience Booster**, then you may choose to gain another 200 CP in exchange for those becoming inactive for the duration of the Jump.

Escort Mission (+300 CP)

You're stuck with someone or something totally weak and incapable of defending itself — not to mention danger-prone — that *you* have to protect, and they will remain this way for the entire Jump; no attempts to train or improve them will pan out. If they die, it's an automatic Chain-fail. No sticking them in stasis, either; they have to be with you out in the real world, not in your inventory or in the tallest tower of the highest castle, even when you get into fights. You could spend all your time in safe zones so they'll never get hurt, of course, but where's the fun in that?

Dump Stat (+400/+500/+600/etc. CP; requires **Attributes**)

Select a single attribute. You cannot advance this attribute beyond 10, and any Perks or other effects that would improve it or even just temporarily boost it are negated.

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

Starting Equipment (+400 CP)

You are limited to starting equipment only; that is to say, the commonest, most mundane items of their type that would normally be available in the setting. You can equip other items, but when used by you, they just won't perform any better than a starting item would anyway.

Speedrun (+400 CP; incompatible with **Bloatware**)

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

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

You cannot kill anyone during this Jump. You literally, physically cannot, not even if they're an ID mob. This isn't that you'll hit someone with your most powerful attack and drop them to 1 HP; this is being physically incapable of taking an action that could reasonably lead to a person's death.

Genocide Run (CP reward varies; incompatible with **Pacifist Run**)

You must kill any non-Companion you catch sight of, immediately, without hesitation. Anything for those experience points, am I right?

The CP reward for this Drawback varies, being equivalent to the CP reward of whatever Difficulty setting you chose; if you chose Easy, the reward is instead 100 CP.

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

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

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

System Flaws taken as Jump-only Drawbacks only affect you, not others.

No matter what, the only people able to access **New Game+** and **Save Slot** Features are the people who purchased them. Too many headaches otherwise.

> **Unique 'Skill'** (+0 CP)
>
> Each person in the System, including you, possesses a unique ability that interacts with their use of the system, ex. an extra attribute, increased EXP gain, lower prestige threshold, walkthrough for available skills or titles or traits, etc. Some of these unique abilities will undoubtedly be stronger than others, but there is no guarantee that yours will be unusually powerful; I'm afraid you'll have to rely on all of the Perks you purchased here if you want to feel special. You and your Companions will retain the unique abilities derived from this after the Jump ends.

New Game (+600 CP)

You lose access to the Warehouse, along with all out-of-Jump abilities, Perks, and Items, excluding those from any Jumps this Doc is applied as a Supplement to. At least you still have your Body Mod.

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

You will never advance beyond Level 10.

A Rival Approaches! (+600/+1000 CP; requires **Levels**)

For 600 CP, there is a person out there who has access to the same Gamer System that you do. As you gain EXP, so do they, and vice versa. Not just experience: for every powerful item or new skill you acquire, they'll get a similar one. Problem is, they hate you; they will do everything in their power to foil your every plot and scheme, tear down everything you have built, and, of course, kill you. As your rival, you won't be able to permanently defeat or kill them until the last year of your Jump (or month if you took **Speedrun**).

(You can take **Low-Level Run** in conjunction with this, but don't think that will rob your rival of any EXP you gain once you hit Level 10; even after you stop gaining EXP, they'll still get the benefits of the EXP you would have gained.)

At least they won't get any Perks or Items you purchased from here or previous Jumps; hope you have enough to maintain an advantage!

For an additional 400 CP, your rival gains EXP as you do, but you don't gain EXP as they do; you will always be outmatched. They also possess duplicates of any Perks you purchased in this Doc.

Scenario: **Dungeon Crawler**

Requirements

You must decide if you will take this Scenario while filling out the Doc.

If so, then there exists a dungeon somewhere in the world. Maybe it's always been there, maybe it didn't exist until you Inserted into the Jump. Maybe it's a great castle in the sky, maybe it's a pit descending ever deeper into the earth.

The dungeon has 100 floors. Each floor is occupied by monsters that grow more powerful the further in you get and drop money/loot of a value proportional to their strength; fortunately, these monsters cannot leave the dungeon or even their native floors. Each floor has a general theme (ex. goblins, forest animals, undead), and on each floor is a 'boss' monster more powerful than the rest that guards the entrance to the next floor and respawns regularly. Once a month, the layout of each floor changes and the maps have to be redrawn.

The monsters on the first floor are weak enough that a fit adult could safely kill one if they were careful, but around the fiftieth floor, the monsters become powerful enough that even the strongest armies in the world would have trouble beating them.

To succeed in this Scenario, you must travel to the one hundredth floor and defeat the final boss. The only way to travel from one floor another is by traversing them, so there will be no cheating through teleportation. Good luck.

Rewards

You gain the dungeon as an attachment to your Warehouse and can Import it into future Jumps. You can farm it for gold and experience, or you can let others use it and automatically get a 10% cut of their monetary rewards and first pick of any items they harvest. You're able to edit the dungeon, making it easier or harder, adding extra twists, changing the resident monsters, etc.

You also gain a CP reward equivalent to how much CP you gained for whichever Difficulty you selected; if you picked Easy, you get nothing — this is meant to reward the challenge of the Scenario being much harder the higher the difficulty is, and Easy provides no challenge.

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

Prerequisite

- Have purchased **Levels**

Requirements

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

Assign the Difficulties numbers like so: Easy - 100; Medium - 200; Hard - 300; Brutal - 400. To fulfill this Scenario, you must reach a level that equals the assigned number of the Difficulty you selected before the Jump ends. None of the Jump's residents' levels will come even close to the assigned number.

Rewards

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

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

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

You also gain a CP reward equivalent to how much CP you gained for whichever Difficulty you selected; if you picked Easy, you get nothing — this is meant to reward the challenge of the Scenario being much harder the higher the difficulty is, and Easy barely provides a challenge.

Scenario: **Grind the Day Away**

Prerequisite

- Have purchased **Levels** and/or **Skills**

Requirements

Whether for leveling up or advancing your skills, it takes time to earn experience. You need to work at it. And so you shall.

You must spend an entire year constantly earning EXP to advance either your level or a skill. And I don't just mean a full year with breaks, either — I mean you must earn at least a single experience point every second of every day for 365.25 consecutive days.

And, because you're a munchkining munchkin who munchkins, I know you're thinking that you'll just buy the **Hyperspecialization** perk and use that to gain experience all the time. Well, tough luck — experience gained through **Hyperspecialization**'s passive effect does not count towards the requirement for this Scenario. If you want the reward, you'll need to work for it.

Rewards

You've spent so long earning EXP without even a single break that you've tricked the System into thinking you're *always* training; you will continue to accrue a single point of EXP in both your level and all of your skills depending on your purchases with every second that passes even if you're not actually training.

Yes, you can accomplish a similar effect simply by purchasing both **Hyperspecialization** and **Master of All**. But this way, you gain experience towards leveling up, too, not just in skills. Plus, you don't have to spend 900 CP for it.

Scenario: **Skills Aplenty**

Prerequisite

- Have purchased **Skills**

Requirements

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

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

You don't have to master them, they don't have to be above any arbitrary specific level, but even so, it's going to take a lot of work to acquire that many. Don't believe me? Try writing down a list of all the Gamer skills you can think of and see how far you get before running out of steam. A thousand is surprisingly huge.

Rewards

For the triumph of having acquired over 1000 skills, you become capable of creating more. You may, once per day, through a truly staggering expenditure of power, create a single skill as you desire. These skills may be anything from a new martial art to a new spell to Worm-style superpowers to even low-level reality warping. More powerful skills will obviously require far more power to create and use.

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

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

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

End Choices

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

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

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

Notes

Example Attributes

These are all purely examples, and there are many more potential attributes out there.

- **Strength:** a physical attribute governing strength and lifting capacity
- **Dexterity:** a broader physical attribute governing coordination and speed
    - **Deftness:** a more narrow physical attribute governing coordination; how good you are at hitting things
    - **Agility:** a more narrow physical attribute governing speed; how good you are at avoiding being hit
- **Vitality:** a physical attribute governing health (HP), durability, and endurance
- **Intelligence:** a mental attribute governing knowledge and memory — 'book smarts'
- **Wisdom:** a mental attribute regarding basic wisdom and good decision making — 'street smarts'
- **Charisma:** a social attribute governing social adeptness and physical attractiveness
- **Luck:** an attribute governing how lucky you are; how often good things happen as opposed to bad, the value of loot you get from defeated enemies, how often you score critical hits, etc.
- **Magic:** a broader magical attribute governing all things magical; how powerful and effective your spells are, how resistant you are to magical attacks and effects, how fast your spells are, how much MP you have, how fast your MP regenerates, how good you are at shaping mana and even designing new spells, etc.
- **Resilience:** a defensive attribute regarding resistance to unusual effects such as extreme temperatures, altered gravity, or status debuffs
- **Willpower:** a mental attribute regarding your own strength of will and resistance to mental attacks; probably not necessary if you have **Gamer's Mind**, but might be useful if you had a Green Lantern Ring or want to overwhelm creatures' will to tame them

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

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

So, just what is this Jump based on? It's definitely not the original manhwa — that already has a specific Jump. It's not all the fics that use a similar system, because there are a whole bunch of references to video game mechanics that don't feature in them, along with other forms of LITRPG. What's the deal?

All of the above, really. Mostly the Gamer fics, but I also wanted to give some attention to the thing that spawned them. The various video game mechanics like **Take Your Time** or **New Game+** are things I've never seen in any Gamer fics, but I can easily imagine them existing. And for the LITRPG stuff, I just figured it was close enough. Kinda arbitrary, but there you go.

Why aren't the difficulty and tone settings separate? That would be so much more convenient!

It would be, but I didn't feel like it made that much sense given that I tried to draw from either video games or Gamer stories while designing this Jump. Everyone's heard of a game where you can adjust the difficulty, but who ever heard of a video game where you can choose how bright or dark the setting is? I mean, I guess you could argue D&D, which I made references to here and there, given that's a game where even as a player you have a lot of influence over the story's tone, but still, it just doesn't feel like enough to me.

The tone setting is paired with the difficulty setting because the former is meant to prop up the latter. Ultimately, I would rather get rid of the tonal component altogether than separate them into different options.

That said, I know others are bound to disagree, so if you really *insist* on being able to fill out this Jump as if they were separate options, I've come up with an official unofficial way for that to work out:

Difficulty settings are Easy (+0 CP), Medium (+100 CP), Hard (+200 CP), and Brutal (+400 CP); Tone settings are Bright (+0 CP), Normal (+100 CP), Dark (+200 CP), and Grimdark (+400 CP).

You simply pick one from each and combine the rewards; that said, if you pick Easy or Bright, the reward gained from the other option is halved. Because do you really have that much to worry about in terms of safety in a grimdark setting if everyone else is mundane and you're the Gamer? And even if all of your enemies are OP gods, does it really matter if the tone of the story is bright and everything's going to turn out just fine anyway?

Can you merge titles like you can skills?

It's not really necessary. Once you've done enough noteworthy things to earn two compatible titles, you'd automatically gain the sort of title you might get from merging them anyway.

You misspelled ‘diplomacy’ in the ‘The Face’ perk’s description…

No, I didn’t. The ‘n’ is there intentionally. ‘Diplomancy’ is a D&D term for when you’re so good at diplomacy, socializing, and bluff checks, that it’s basically magic, possibly to the level of warping reality if you have a particularly enabling GM. Amusing example video is amusing example.

And yes, this note’s existence is entirely due to like half a dozen well-intentioned people assuming that it’s a spelling error. Thank you for trying to help, but it’s not a typo.

On the subject of typos, the format is all wonky and there are extra paragraphs everywhere.

I made this Jump in Google Chrome, and apparently the format has a hard time carrying over to other browsers. If you’re seeing not enough or too many paragraphs, I’m guessing it’s because you’re looking at the active Doc and not using Google Chrome. The PDF doesn’t appear to have such issues.

And yes, this note’s existence is entirely due to several dozen well-intentioned people trying to clear up these ‘errors’.

Why’d you remove the SP and Ki System stuff?

I’ll be honest: I didn’t really want to. I thought it was a neat mechanic and a cool way to represent the ki stuff from *The Gamer*. However, I also originally thought that MP couldn’t be spent to fuel ki-fueled techniques. I have since reread a couple chapters of *The Gamer* and realized I was wrong, and though I was still tempted to keep it, I can only remember maybe one Gamer fic that had SP and ki as their own separate thing, and that might have just been a dream I had.

So I scrapped it, and it lives on through the Burst Meter.

Why 1350 GP instead of something round like 1000 or 2000?

While 1000 would be convenient since it’s the same as the amount of CP normally given out for Jumps, it wouldn’t give you enough GP to buy all of the System features Jee-Han has in *The Gamer* without converting CP for it, and I wanted that to be something you could do. So I crunched the numbers to find out how much GP you’d need to spend to have all of the same options that he did, which was 1650, and then I deducted the 300 GP that you’d get for taking the same flaws as him. It’s not nice and round, but it’s just right in terms of function.

Of course, this also means the stipend may fluctuate as I add and tweak Features and Flaws.

Speaking of, what *is* all the stuff Jee-Han has in the original *Gamer*?

- **HUD/UI** (0 GP)
- **Gamer's Body** (-50 GP)
- **Gamer's Mind** (-50 GP)
- **HP System** (-50 GP)
- **MP System** (-50 GP)
- **Eat My Way to Victory** (-50 GP)
- **Mini-Map** (-50 GP)
- **Levels** (-100 GP)
- **Attributes** (-150 GP)
    - **Imposed Stat Balance** (+50 GP)
- **Skills** (-100 GP)
    - **No Higher** (+50 GP)
- **Observe** (-100 GP)
- **Skill Books** (-100 GP)
    - **Book Burning** (+50 GP)
- **Titles** (-100 GP)
- **Inventory** (-100 GP)
- **Loot** (-100 GP)
- **Quests** (-100 GP)
- **Instant Dungeons** (-200 GP)
    - **Inescapable** (+100 GP)
- **Party System** (-200 GP)
    - **Plugged Leak** (+50 GP)

Let me know if I've made any errors

Doesn't the new "Walkthrough" perk make the step-by-step instruction upgrade to the "Mini-Map" feature unnecessary?

Yes. Yes it does.

Changelog

v1.2

- Changed the GP stipend from 1400 to 1350
- Changed **Lightning Quick** from quantifying your speed to saying you can't be tracked by the naked eye
- Added the **Healer** perk
- Added the **Walkthrough** perk
- Edited **Gamer's Body** so that you regain any stamina after 30 min to recuperate
- Edited **Gamer's Mind** to fold the upgraded version into the base version
    - Added a new upgraded version that protects your thoughts/emotions from being read
- Clarified what happens when you run out of HP having bought both **HP System** and **Gamer's Body**
- Edited **MP System** to let you spend MP for things other than magic
- Removed the **SP System** and **Ki System** features
    - Removed the **Brimming With Life** perk
- Added the **Burst Meter** feature
- Clarified that **Mini-Map** doesn't obstruct your vision
- Added an upgrade to **Levels** that awards extra EXP for defeating higher-leveled opponents
    - Added the flaw **Worthless Victory** that reduces EXP for defeating lower-leveled opponents
- Moved the **Attribute**-**Skills** combo from under the latter to under the former
    - Added an upgrade that increases how many skills you get for raising an attribute to a multiple of 50
    - Added the flaw **No Benchmark**
- Clarified in the **Inventory** feature that equipped items automatically resize themselves
- Clarified when something becomes a quest in the **Quests** feature
- Added some more examples to the **Achievements** feature
    - Added an **Achievements**/**Attributes** synergy
- Edited **Traits** so that the trait power boost tied to **Levels** requires an upgrade
- Edited **Dating Simulator** so that the EXP boost from the **Levels** synergy also comes with greater progress made, not just deeper relationships
- Edited **Crafting System** to let you also upgrade items
- Clarified the text in **Gacha** and **Store**
- Clarified that there are only so many guild-only titles you can award under **Guild System**
- Added the **Taming** feature
    - Added the **The Cost of Taming** and **Single Mon** flaws
- Added the **Evolution** feature

- Added an upgrade to **Classes** that boosts associated attributes every time you level up
    - Clarified how you can gain access to new classes
- Clarified that Companions retain memories/improvements in the **New Game+** feature
- Added the **Imposed Stat Balance** flaw
- Edited the **Monoclass** flaw to let you switch classes once per 10 years/Jump
    - Added an extra tier where the above isn't true
- Added an extra tier to the **RNG** flaw
- Added the **External Interface** flaw
- Clarified the text of **Cast From Hit Points**
- Changed the name of **Sociopath's Mind** to **Dispassion's Mind**; it's not quite as catchy, but I realized that the text is not accurate to sociopathy and also probably offensive
- Added an option to give GP to **Helpful NPC** and **Final Boss**
    - Let you influence their personality and your relationship with them
- Added the **Recruitable Characters** companion option. That's really how I view all companions, but it fits, so why not make it explicit?
- Added the **Amnesia** drawback
- Added the **Silent Protagonist** drawback
- Added the **Aren't You Cold In That?** drawback
- Added the **Stilted Dialogue** drawback
- Added the **Closed World** drawback
- Added the **Invincible Guards** drawback
- Added the **Our Princess Is in Another Castle** drawback
- Added the **So You're a Spider** drawback
- Clarified that the VIP in the **Escort Mission** drawback cannot be stored in your inventory
- Clarified that the **Dump Stat** drawback precludes temporary boosts to the dump stat
- Clarified the effects of the **Pacifist Run** drawback
- Clarified that the **What, You Thought You Were Special?** drawback doesn't make flaws taken as drawbacks apply to everyone
    - Added the **Unique 'Skill'** sub-toggle to **What, You Thought You Were Special?**
- Clarified that you retain your body mod if you take the **New Game** drawback
- Clarified that your rival in **A Rival Approaches!** also gets new gear and skills as you do
    - Made it so you can't dispose of your rival until end-of-jump
    - Had the upgraded version of the drawback give your rival duplicates of any perks/items purchased in this doc
- Let you take **Low-Level Run** in conjunction with **A Rival Approaches!**
- Added the **Dungeon Crawler** scenario
- Clarified that you must accomplish the **The Sky's the Limit** scenario before the jump ends
    - Changed the requirement because it was too easy (and also implicitly fulfilled in the **Dungeon Crawler** scenario)
- Added the **Grind the Day Away** scenario
- Removed the difficulty-scaling CP reward from the **Skills Aplenty** scenario, as on further thought, I didn't think the scenario was made that much more challenging by a higher difficulty

v1.1

- Changed the title to a logo intended to resemble the logo of *The Gamer* manhwa, made using cool text generator
- Changed the GP stipend from 1600 to 1400
- Moved the difficulty section to its own page
    - Changed it to not just being about difficulty, but also the setting's tone
- Weakened **The Devil's Own Luck** to be more in line with the other 100-CP perks
- Added the perks **Super Sensory**, **Font of Magic**, and **Brimming With Life**
- Edited **DPS** to let you subdue opponents nonlethally
- Clarified what **Jack of All Trades** does
- Let you purchase **Experience Booster** multiple times with it stacking additively
- Added a toggleable effect to **Progressing Difficulty** that makes danger easier to find
- Added the **It's Dangerous to Go Alone** perk
- Added the **Uncapped** and **Integration** system features
- Edited **Gamer's Body** to let you instantly fall asleep
- Edited **Gamer's Body** so that you don't have to eat or use the bathroom
- Added an upgrade to **Gamer's Body** that lets you halt your aging
- Made it explicit that **Gamer's Mind** is absolute and unable to be bypassed
- Added an upgrade to **Gamer's Mind** that lets you selectively toggle it
- Fiddled with **HP System** to make it clearer what exactly happens when you reach 0 HP
- Clarified that **MP System** can be used in the place of fuels other than mana
- Made it so the stamina quantified **SP System** is an extra reserve on top of your natural endurance
- Edited **Mini-Map** to clarify that you can enlarge it to take up more of your field of vision
- Edited **Mini-Map** to have a combo with **Threat Cursors**
- Added a more expensive option to **Mini-Map** that allows the placing of markers
- Edited **Threat Cursors** so that you may choose what colors the spectrum of threats is based on
- Edited **Attributes** to let you have as many as you want as long as they're equal in how much they measure and how useful they are
- Edited **Skills** so that skills could reach levels higher than 99
    - Added the **No Higher** flaw
- Edited **Skill Books** to make dissolving the book not a part of it
    - Added the **Book Burning** flaw
- Edited **Dating Simulator** so that relationships never progress beyond what you're comfortable with
- Edited **Dating Simulator** to have a combo with **Levels**
- Added **Karma Meter**
- Clarified that you can interact with the UI while time is paused with the **Pause Function**
- Edited **Crafting System** so that you may break down items for crafting components
- Edited **Store** to let you sell things to the store for money
- Added **Safe Zones** and **Fast Travel**
    - Added the flaw **Still Safe, Not a Zone**
- Edited experience sharing stuff in **Party System**

- Added **Guild System**
- Added a more expensive option to **Classes** that lets you retain boosts from higher levels even after you switch classes
- Reduced the price of **New Game+** and **Save Slot** to 400
- Added the ability to purchase **Save Slot** multiple times at 50 GP after the first
- Added the drawbacks **Bloatware**, **Zubat Country**, and **Tutorial Sprite**
- Added a more rewarding option to **The Long Grind** that nullifies training boosters
- Edited **Genocide Run** to have its CP reward dependent on the chosen difficulty setting
- Gave some examples of what skills the **Skills Aplenty** scenario could create
- Added a difficulty-scaling CP reward to each scenario