

The Room Jump

Version 1: San Francisco Ordinance Compliant Edition

I did not hit her, it's not true. Its bullshit, I did not hit her! I did NAAAGHT...

...oh hai, Jumper. I didn't see you there. Welcome to the world of Tommy Wiseau's The Room. It is a lot like the world that you left on this journey, except...not. It is a romantic story as seen through the eyes of a weird Eastern European (?) man (??) who has no experience with love in any shape or form. Normally, this would not even warrant my attention except for the fact that this individual was able to obtain 6 million dollars with which to make this "film". And it shows.

Your mission, should you choose to accept it, is to survive 10 years inside the strange world of The Room. Perhaps you will help Johnny and Lisa work out their differences, or sling drugs with Chris R, or get Danny/Denny to join the NSA. The low production values have led to a world that is at best disjointed from reality and at worst completely fucking bonkers. May Jumpchan have mercy on your soul.

Location:

You start in San Francisco, California around 7 years before the start of the movie.

Backgrounds:

Drop In: You are a completely random person who appeared at the dock in Fisherman's Wharf one day. No one knows you except for Johnny, who has your name and some basic information. Don't ask how.

- You have no memories, and no friends in this world except for Johnny.
- + He's actually a pretty cool guy though.

Townie (100 CP): You have a background in this world with family and friends, which has put you in the outer circle of the cast from The Room. Maybe you work

with Johnny at the Bank, or with Lisa in the computer business, or Mark with all his real busy work. Regardless, you will be somewhat affected by the strange personalities of everyone that is associated closely with the main Cast.

- + Have established life and family in this world, keeping you secure.
- ? You have circle of friends outside the main cast, who are fairly normal people for this world.
- You are friends with the main cast members and as such are somewhat weird in a few ways. You may occasionally be called to help one of them with a problem and denying it will annoy the Powers That Be (i.e. director Wiseau) to the point your life may take a turn for the worse.

Cast Member (100 CP): No, you aren't going to be Johnny, Lisa, or even Denny/Danny. Instead, you will be one of their friends who just seems to be around, materializing in and out as needed for the plot.

- + You have a degree of plot security and armor, ensuring you will be relevant in the lives of the cast.
- You are really fucking out there, with your own strange personality that fits in with the main cast. It won't be as bad, but you will make some really stupid decisions even with the merging of your memories.
- You are bound to the life of your fellow cast members, up to the plot of The Room. While you can change the way things go, it will be difficult and circumstance will bring you back into the movie no matter what you do.

Perks: 100 CP perks free for background except for drop in (because Tommy Wiseau hates actors who can't get into character).

Oh hai Jumpchan (100 CP) [Discount Drop In]: Just by greeting most people with this simple phrase, you are able to make them talk with you for a brief period of time. Most will at least be neutral bordering on pleased at this, but your mileage may vary depending on the situation. A black guy greeting a group of Klansmen in 1950s Alabama will not benefit from this perk.

So how's Your Sex Life? (300 CP) [Discount Drop In]: You have the ability to just bluntly discuss people's issues, getting to the heart of the matter regardless of the sensitivity of the topic. It won't stop them from punching you out afterwards, but for the duration of a conversation you will be able to give them advice and receive mostly direct information. Cannot get them to confess to secrets.

I Like Watching You Guys (600 CP) [Discount Drop In]: Danny has decided to teach you some of his tricks for remote viewing. This allows you to select loose objects as "Camera", giving them properties similar to average surveillance cameras. This in turn can be beamed into your head or attached to an electronic device with a screen to record (or both if you are paranoid), though quality will degrade over a distance of 500 miles.

You can have up to 25 different cameras beaming, but be warned that too many at once in your noggin will make it hard to focus and need lots of processing power. Should someone destroy or significantly damage an item being used as a camera, it will cause a major migraine for you.

28 Minutes Past the Hour (100 CP) [Free for Townie]: You have the ability to wake up exactly when you want to wake up. Just pick a time, go to sleep and you'll wake up on the dot. If your sleep is disrupted, such as needing to use the restroom or being attacked by a Hashshāshīn, you can resume napping once it is over.

What Are These Characters Doing Here? (300 CP) [Discount Townie]: You have a preternatural sense of who belongs in a given area. If someone should not be in an area, you will be able to tell by looking at them. This also gives you a knowledge of how alien they are; whether they are not supposed to be in an area, country, or even in this universe.

I Definitely Have Breast Cancer (600 CP) [Discount Townie]: Whenever you need to give some bad news, you have a way of making it so that the emotional impact

isn't as rough. While it won't stop people from being sad if you tell them their pet doggie was murdered by Marmaduke, it will help them cope and eventually recover faster. If it is negative news related to your wellbeing (like having cancer), you will feel significantly detached and more analytical, keeping your wits about you even in hard times.

Don't Worry About It (100 CP) [Free for Cast Member]: You have an ability to brush significant issues under the rug. If someone has a problem that they bring to your attention a simple "don't worry about it" will keep them under control for a while, though it will come up at later time and must be dealt with. Does not work with immediate or life threatening problems, like the fact that you just shot Marvin in the face.

Very Busy Working (300 CP) [Discount for Cast Member]: For some reason, you always seem to be fairly successful in business enterprises. What business, who can say. While you need to put some work in, as long as you do a decent effort you can expect to be moderately well-off without interference. If you are working or even marginally related to working you will be able to blow off most people without negative consequences, at least for a while. Does not guarantee success if someone is out to get you, like the bank manager who adopts your ideas without promoting you.

Cheep-Cheep-Cheep (600 CP) [Discount Cast Member]: You have the innate ability to mock most people into engaging in an act they would normally not do by impersonating a chicken. Perhaps this action is playing tuxedo football, cheating on their best friend, or giving you a promotion. If you do not desire anything from them or they are hostile, you can mock them into a blind rage that may give you an advantage. Does not work on people with strong willpower.

Items and Companions:

- Spoons (50 CP): A box marked 'Property of Tommy Wiseau' filled with 1000 commemorative "The Room" sterling silver spoons. Estimated value is around \$5 each.
- Box of Chocolate (100 CP) [Discount Drop In]: Did you know that chocolate is the symbol of love? Well after this jump you may rethink that idea, but you have a box of excellent Swiss/Belgian chocolates that are available on the market. Replenishes once all chocolate is eaten.
- Scotchka (100 CP) [Discount Cast Member]: A bottle of the "premium" Juliette Danielle brand Scotchka, which does not seem to ever be completely empty. Serve warm.
- Pizza Place Number (100 CP) [Discount Townie]: A phone number that you can call up to order pizza. Price is very reasonable and delivery will take under 5 minutes, wherever you are. Regardless of what you order, the delivery will be some random combination that somehow works out well (i.e. pineapple and ham, apple and cow tongue). The delivery guy is nice and will make brief small talk, but can't do much else. He may be willing to drop off a note if you give him a nice tip.
- Football (200 CP) [Discount Townie]: A football that, when thrown back and forth with at least 2 people, makes people involved open to conversation about their problems and easier to persuade. Always in perfect condition, will reappear in warehouse if destroyed.
- Tuxedo Dresser (200 CP) (Discount Cast Member): Whoever opens the box will find a perfectly fitting tuxedo inside made of quality material. It's comfortable, stylish, of decent make, and will act about on par with Kevlar against bullets. Can have up to 4 tuxedos at a time; once someone new pulls out a tuxedo, the oldest will disintegrate.

- Danny's/Denny's Drug Box (200 CP) [Discount Drop In]: A small wooden recipe box labeled "Denny's Homework". Opening it up will reveal a small amount of a different drug, usually of good purity. The effects, however, may vary; the marijuana produced seems to make people violent and attempt to defenestrate friends. Will produce drugs once a day if the lid is closed and the container empty. Law enforcement and other searchers will overlook this box above all else in a Room.
- Picture of a Spoon (400 CP) [Discount Drop In]: A framed picture of a spoon. Why? Why not. It's a little disconcerting but not too weird. Though any spoons you leave nearby always seem to vanish.

Anyway, if placed on a table or counter, the picture will inspire a sense of wellbeing and peace within a Room. While it won't stop people from beating each other up if they find out their futurewife has been cheating with their best friend, it will keep tempers down for most debates.

- Recorder (400 CP) [Discount Cast Member]: I will record everything. This tape recorder, while relying on cassette, will be able to record about a year's worth of conversation over the phone in very high quality. It can also be used to record the conversations in a Room, though with a reduction unless microphones are attached via cables. It also happens to be invisible to those who are not actively searching for surveillance devices, even if it is just barely out of sight. If destroyed, will reappear each jump.
- Doggie (400 CP) [Discount Townie]: You can befriend/kidnap one person (excluding Johnny) from this jump as a companion (except Johnny).

The default is the doggie from the flower shop, a friendly pug. While he may not look like much from the outside he is actually the most intelligent member of the cast, well versed in all manner of philosophical and theological treatises from Thomas Aquinas to the Buddhavacana. If taken, he

develops a psychic connection with you and speaks in Patrick Stewart's voice.

- Import (400 CP): Just no. I don't give a damn about what you subject yourself to, but you WILL NOT do so to your companions.

...

...please. For the love of God, Montresor.

...if you really want to, you can import one. They get a background and 300 CP to spend. And they will know that you did this to them

Drawbacks: Maximum of 800 CP, overrides perks. You know the drill.

- ...and we're back (+0 CP): It's weird. Ever since you arrived in the jump it seems like there are these three disembodied voices making cracks about the situations around you. They rarely shut up, but at least the stuff is funny.

For some reason, they bring to mind a human and two robots trapped in space that are forced to watch bad movies. Huh.

- THEY'RE MY FRIENDS (+100 CP): You like your friends. A lot. You like everyone. Everyone... not too thrilled about you. You're a little creepy and will be off putting to friends and family.
- "The bank saves money, and they are using me. And I am the fool." (+100 CP): No matter how you try to support yourself, you always seem to have trouble with getting ahead. Even if you are an excellent employee, you will be passed over for job opportunities. If you own your business, it will often be passed by for competitors. This will hurt your income significantly and

may cause bitter resentment at their betrayal. Can't use money from outside the jump.

- "Why do you do things like this?" (+200 CP): You seem to have a really bad case of the "fuck-everyone's-significant-other"-itis. Even if you don't mean to, you'll be drawn into destructive relationships with the ~~fiance~~ fiancé futurehusbands/futurewives of your friends. Resistance is difficult since they are pretty fuckin' hot (or at least you think so), and they are persuasive, able to overcome your Tibetan monk level discipline.
- The Drug Business (+200 CP): Hate the game, not the playa. It looks like you bought some drugs off Chris R and need to get him the cash soon (what kind of drugs, who the fuck knows). However, you kind of suck at selling drugs, so the money needs to come from somewhere else. Expect lots of danger and even if Chris R is removed you'll have to pay the guy supplying him. Can't use any money from outside the jump, it has to be earned or borrowed from this world.
- Based on A Story (+300 CP): What the flying fuck is this? Instead of being a romantic drama, this world has turned into some sort of strange horror film. The characters are still here, but expect much spookiness and danger. You also signed a contract to move into Three Blood (pronounced BUH-LOOD, not LUD) Street with Alex/Johnny as your roommate. Some sort of red liquid (ketchup?) drips from the ceiling, but don't worry about it. Enjoy the next 10 years.
 - o The Holder (+200 CP) [Requires "Based on a Story"]:
In any city, in any country, there's a Room or House you can try any of these in.
There were 2538 of these Spoons, but 2000 were lost.

The remaining 538 must never come together. Ever.

Ha ha, what a story Mark!

- Director, Producer, Auteur (+300 CP): Oh no, looks like you are now Johnny. Enjoy being betrayed by your friends and family, along with having an accent that no one will understand or know where it is from. Changing the story will be difficult, perhaps impossible, since your faculties will be influenced heavily by Johnny's personality. Only a true jumper will be able to solve this crisis.

This is the End:

- It's Over. God Forgive Me: Oh hai gun barrel. You are so done with this, it's time to go home to ~~your alien people~~ back to Earth.
- You Never Had Me: You've decided to spurn Jumpchan's promises of adventure for this world? Wow, worst decision of all time. Enjoy this madman's fantasy.
- Ha ha, What a Story Mark: Wow, this was an experience but it's time to move on to the next world.

True Ending:

If you take all of the 400 CP level items and are able to get Johnny, Lisa and Mark to solve their issues. The picture of the spoon is to remind them of how much they have shared over their life. The recorder will help you to make each of them understand how much they love one another. And Doggie will (in his Patrick Stewart voice) teach them the true meaning of empathy and loving your fellow man.

By completing this task, Johnny will greet you at the end of the jump and agree to join your GRAAAAAAAND adventure. He will be a loyal friend and companion throughout all time, and has all three of the Cast Member perks.

This is valid even if you select the drawback that makes you Johnny. Because that's how this works.

Note Section (I will record everything):

Version 1: Initial release

This jump is dedicated to Flower Shop Doggie, the hero we deserve.