# Generic TTRPG

By Nuthenry2 - v1.1

You sit in a dimly lit room at a long table, In front of you is a hooded figure. The shadowy stranger suddenly yells “Roll for initiative!”, the lights click on and it's revealed to be J̰ü̯m̰̈p̰̈-C̰h̰ä̰n̰̈! “Where is your Character sheet?” ~~it~~ she says “You can't play a TTRPG without one, so take these 1000 CP and fill out this character sheet”

Age, Gender, Race
These are determined with your character creation, unless the tabletop rpg lacks then you can pick what would be suitable and make sense

Setting, Location
These are determined by the TTRPG you picked, unless it's more free-formed and has options for you to pick. Then pick an setting that your character would fit into and location which your character can conceivably get to.

# Perks

Character Creation (Free and Mandatory)
So here's the deal, you pick a TTRPG and make a character that's legal to the rules then you will be inserted into your created character as your origin. This perk ensures any abilities you get will be fiat backed and work in future jumps, all though there are a few limits. First this only fiat backs abilities gained via your character sheet, so drinking an immortality potion won't stick but level up and gaining a class feature with immortality will. Secondly nothing is absolute, your 100% immunity to physical damage can be bypassed or overpowered by out of context abilities and lastly munchkinry doesn't work, while there may be optimal strategies for strength if there was an easy path to godhood everybody would be doing it. There are normally multiple different starting power levels with TTRPGs, so whatever you pick will cause the rest of the setting to scale with you and even have the same abilities you could possibly gain. And finally you can pre build your character for higher levels, so when you level up all of your new abilities will be locked in place.

Third-Party (200)
By default you would be just using the core content and any official add-ons, extensions and modules along with minor things that have been glossed to make it a real working world (You can't have a galaxy spanning empire without the toilet or equivalent, but that's not going to be in a rule book), with this it allows you to pick any and all third-party content in have for your character and in the setting.

Home Brew (200, requires Third-Party)
Most DM wont allow such level of homebrew, your Jump-Chan will after it she looks though and balances them. You can choose to Incorporate any published, reviewed and balanced homebrew content, so a godly instant winning class that you wrote down on a napkin won't do. Just remember everybody else in the setting could have access and may know of these

options and even some the natives may even possess powerful and broken combinations of these abilities.

Not A Game (Free for this jump, 200 to keep)
The Problem of living in a RPG is having to abide by its strict game systems. This perk alters the world and transforms the setting's gamer system to something more natural and shoves the system and number crunching into the background, this leaves most of the benefits intact like gaining strength from slaying monsters but if you gain new spells or abilities from levelling up you will have to spend some time studying magic or training, but on the upside is it gives you more flexibility in your abilities by disassociating the from the raw numbers and inflexible rules. For free you can permanently apply it to the system you gained in this jump, for 200cp this comes with you and you may choose to toggle this perk on and off for any of your gamer system like perks and for the setting itself, although that has to be before the start of the jump.

Still In The Game (Free for this jump, 400 to keep)
It would be a shame if you failed your jumpchain because of a mechanic in the TTRPG that involves you dying and being resuscitated. This enables in-jump resurrection, so long as you're in a living (or undead) state when the jump ends, you will not fail your jumpchain from death. For 400cp you can keep this perk for future jumps.

The Call to Adventure (100)
You never know what could happen when you step out of your front door, but now you can tell when the start of an adventure is a round (or a trauma generating experience, You can never quite tell how these things would turn out). This doesn't make an adventure happen nor do you have to join, but when you hear rumours of a diverse group of vagabonds arriving in town, you know an adventure is just around the corner.

Fasted Tracked (200, Multiple purchases allowed)
You seem to get more out of training and when you earn exp, in fact 100% more and this works with non-exp systems like points that are rewarded to you are great feats, where you gain twice as many as you normality should have. This stacks additively with other sources of training and exp boosting perks Including multiple purchases of the perk.

Starting Experience (200, Multiple purchases allowed)
Starting at the beginning can be a bit frustrating as you're a bit limited in what you can do until you get some experience under your belt and spells in your spellbook. You how instead start at a higher level, to determines level take the the amount of experience you need to reach the max level of your class without repeating content, filler or 'Epic' levels (example = lvl 20 for D&D, Pathfinder and Basic Fantasy RPG) and divide 10 and add that to your character sheet when your filling it out. Of course some TTRPGs don't have levels, so instead you can choose to have 10% extra character creation resources, defeating 25 enemies or overcoming 25 challenges that you can take on at your level solo or the equivalent of 3000 hours of self study without any specialised tools and any risk to yourself. If neither of these options suit your game, then this perk may be useless for you.

Downtime (200)

Normally in between adventures the characters spend time earning money, crafting items, purchasing supplies or training. Spending weeks or months upkeep you adventuring lifestyle is quite a drag, so with this perk once a week you can gain the benefit of 8 hours of downtime. How this works is that you select a single outcome (Training, Hunting beasts, Crafting, Travelling, etc) and when the end of the week rolls around it will Instantly trigger and deliver the end result. This will keep happening until you change it, also you only be rewarded with a singular result so you will not gain any skill experience from working a job for money (Unless you choose to work for experience only instead). Some things to note is that crafting items requires the materials on hand or to spend some for the downtime harvesting or buying them, studying requires the textbook and supplies on hand and to earn money there must be local jobs available that you can work, fortunately you don't need easy to get non-consumables like common tools and you will always advance in some way even if it's only by a tiny amount.

The DM’s Favourite (400)
You have bartered with great unknowable powers and concocted a bargain most devious, for you have bribed the DM. Once every 10 years you may ask for and receive a boon, this boon won't be just given to you and will have to be earned. For example if you desire a certain rare artefact, you will overhear rumours of its location that may or may not have existed up to this point, to obtain this artefact you have to brave a treacherous adventure, ward off all those who desire it themselves and defeat it's guardians. Of course you can always use the boon for things of less value for less danger and effort like being taught a common combat manoeuvre by a wandering master martial artist or have a path open for you to escape prison. The exception to this if you're about to die and your boon is unspent, events and fate would be altered in such a way that will guarantee your survival even if you just appear dead temporarily.

# Items

Character Items (Free and Mandatory)
Just like ‘Character Creation’ but this fiat backs any items, followers and pets gained via your character sheet. This only covers items gained with character creation, starting wealth and items given to you from abilities, so no fiat backing all of your dungeon loot. If you purchase ‘Starting Experience’ you gain all the benefits of level wealth or gold to XP, If your TTRPG possesses Such things. Additionally post jump fiat based money is converted to an equivalent value of a locally accepted currency along with things like titles, but things like metal coins won't be. Items destroyed, damaged, lost, stolen, used or sold will respawn or be repaired after a month and remember any modifications made only with methods from the setting.

Rule Books (Free)
Can’t play a game without knowing the rules. You have a set of all of the material related to the setting you picked, from rulebooks and monster manuals to modules and novels you now have a copy.

Character Sheet and Set of Dice (Free)

These are critical to playing a TTRPG. You gain the character sheet you filled in with your choices for your ‘Character Creation’ perk and will automatically update to follow your journey along with a dice set of your choices of colour, material and style suited for the TTRPG.

Miniatures (100)
You can’t play a TTRPG without miniatures now can you. Now you gain a pewter miniature model of each of your alt forms, any species of monster you encounter and Important people you meet.

# Companions

Recruit Anyone (Free)
Anyone you want to recruit in this world is free to join you as a companion if they agree and any being that is on your Character Sheet will almost always agree. This is a perk you can use in future jumps.

Import (50 cp Each)
Import or create a companion. They receive an origin, freebies and 300 cp to spend wherever they like. You may save it for an earmarked companion, although if you don't use it before the jump ends it will be wasted.

# Drawbacks

Flaws (Mandatory)
When creating your character you may come across options that give you some more points for a cost, these are in fact drawbacks and should be treated as such. But fear not, if there exist options in the system to remove these at a later date, you too can follow these methods to remove such burdens. Although do note that it won't be as simple as paying someone a 100 gold and you will have to work for it.

Adventures Never Retire (Free)
After you have completed your mandatory 10 years plus any jump extending drawbacks, the jump will continue and you can stay as long as you want or until you truly die without any risk of failing your chain.

Your Favourite System for Your Favourite Setting (Free)
You can combine this jump with another jump, this gives the bonus of applying the system you pick to the world and setting in question but also comes with the drawback of everybody else having access to the TTRPG system.

Longer Stay (+100 cp, Multiple purchases allowed)
You’ll spend 10 more years here, with each additional purchase doubling the amount of time you have to spend here.

Companion Lockout (+200 cp)
All companions are sealed away and cannot be imported, any companions gained during this jump will not respawn until after the end of the jump.

Item Lockout (+200 cp)
All Items from before this jump are sealed away, leaving just an empty Warehouse.

Power Lockout (+200 cp)
All powers and perks from before this jump are sealed away, reducing you to just your body mod and the benefits gained from your Character Sheet.

Strict Rules (+300 cp, Requires Power Lockout)
You are now limited to only what you can do on your Character Sheet with the TTRPG rules. This means even if you see how somebody uses a weapon and it's as simple as ‘sharp end goes into the enemy’, you can't even attempt it if you lack the required skill on your Character Sheet.

Reincarnated (+200 cp)
All of your memory of your jumpchain is sealed away, leaving you with the belief that you have been reincarnated. You will possess a vague familiarity of your abilities and your companions, you also know that it's possible to invite someone to follow you into your next ‘life’.

Warehouse Lockout (+200 cp)
you cannot access your warehouse, although you may still deposit items but they can not be removed once deposited.

# Revisit

Adventures Never Die (Free)
There are so many TTRPGs out (Yes, there are things other than Dungeons and Dragons). You can take this jump again as many times as you like, the first time you take this jump you receives the full 1000cp, the second time you only gain 500cp starting cp, the third time you will receive no starting cp to buy perks and items and your fourth time onwards a cost of 500cp must be paid. Also note that ‘Third-Party’ and ‘Home Brew’ have to be bought for each different system you use, although the 2nd and onwards purchases will be discounted. When returning to a setting or using the same system, you can choose to use a past character sheet as your origin.

# Notes

Inspired by Generic CYOA and a lack of jumps that allows you to use 3.5e homebrew without a gamer system. Note that this was started before the 1.1 OGL controversy and

Most of the work took place during it, so your jump-chan will give you a cookie if you pick another setting than D&D or a Wizards of the Coast setting.

Starting Experience Examples Cheat Sheet:
D&D 3.5e - 1st = Lvl 6 & 13,000gp, 2nd = Lvl 9 & 36,000 gp, 3rd = Lvl 12 & 88,000 gp
D&D 5e - 1st = Lvl 8, 2nd = Lvl 10, 3rd = Lvl 12 (Starting Gold & Items depends on setting)
Pathfinder 1e - 1st = Lvl 13 & 140k gp, 2nd = Lvl 16 & 315k gp, 3rd = Still Lvl 16
Pathfinder 2e - 1st = Lvl 2, 2nd = Lvl 4, 3rd = Lvl 6 (+ items of different levels and some gold)
GURPS 4E - Each purchase gives 25 character points for overcoming challenges

Change log:
v1 - Initial Release
V1.1 - Changed background colour, Decreased perk prices to something more reasonable, Moved and modded ‘Adventures Never Die’ to the ‘Revisit’ Header. Perks modified: Starting Experience, Downtime, Not A Game, Fasted Tracked. Item modified: Character Items, Character Sheet and Set of Dice. Drawbacks modified: Longer Stay. Added Drawback: Your Favourite System for Your Favourite Setting, Strict Rules. Removed Bodymod Lockout