

Generic Roleplayer

Version 1.4

By Ursine The Mad Bear

*"It Started Long Years Ago,
Weekends, Weeknights, When The Lights Are Low,
Word Goes Around To Those In The Know,
The D&D Game Is Going Down."*

For ten years, you are going to be something you might already be: A Gamer. You are going to live in a normal modern day Earth, and the only restriction is that you play tabletop roleplaying games.

There is not a lot of risk here, so there are two special ways to chain fail. One, if you completely abandon the hobby, you fail. As long as you are involved somehow or genuinely trying to get involved, even just reading the books and discussing it online, you are fine. Two, if you somehow bring about the total destruction of the tabletop rpg industry as a whole, you fail.

Take these **+1000cp**, and Have Fun!

Age and Gender

Gamers come in all ages, shapes, and sizes. Choose your age, within normal human limits, and your gender, within whatever limits you see fit. True gamers do not discriminate.

Location and Starting Time

You can choose when and where this Jump begins, as long as tabletop roleplaying games exist, up to the present day.

Origins

So, what kind of Gamer are you?

Casual (Drop In)

You show up in this world with no friends or family. You have enough of a paper trail to live legally, an apartment paid up for the next month, and a flyer for a local gaming group looking for new members.

Real Roleplayer

As a Real Roleplayer, you are easy to spot at the gaming table. You are the one who wears costumes, speaks in accents, and is deeply involved in the story of the game. You might not make the strongest characters, but they are often the most interesting.

Power Gamer

You live for the crunch! You die for the crunch! You like finding combos and cool exploits in the rules, you like being the top damage dealer or best wizard, or any other method for showing your gaming superiority. You might not be as involved in the story as other players, but you have fun, and you would like to see them survive the Tomb Of Horrors without you.

That Guy

There seems to be one of you at most gaming tables. Maybe you are a constant rules lawyer. Maybe you are the guy wanting to roll to seduce every female NPC. Maybe you just have BO. Maybe you are even the guy that cheats his die rolls. No matter what your particular method of annoyance happens to be, you are That Guy.

Perks

Each Origin gets its 100cp Perk for free, and a discount on the rest of its perks.

General

Superb Gamer (Free for All Origins)

You are an excellent gamer, easily keeping track of the progress of the story and the action of the scene. You excel at describing your character's actions, can easily remember details about your character, especially the abilities the character possesses, and the game itself, and have no difficulty separating character knowledge from player knowledge.

You have the patience needed to wait when it isn't your turn, are skilled at getting other players to speak up and get engaged with the game, and never spill your drinks or snacks.

In addition, you are very good at learning new games, and at teaching other people how to play roleplaying games.

Ambassador of Games (50cp)

You have a special talent for inducing a passion for gaming in others, and a sense of what games are ideal to pull a person into the hobby. Players that you introduce to the hobby quickly learn the skills to be an excellent gamer, and never turn out to be "That Guy".

Master of Masters (100cp)

While no player is more important than any other, there is one that has more responsibility and does more work than the others. The Dungeon Master, the Game Master, the Storyteller, the Director, whatever that player is called, he is the linchpin of the group.

Now, you have the talent to be among the very best. Your campaigns are always creative and interesting, your actual game sessions are well run and you can always evoke the atmosphere and ambience perfect for the scene you are portraying. Your rules decisions are always appropriate, and you can easily switch your focus between being rules perfect or adjusting the rules to fit the flow of the game.

You never forget a detail about your campaigns, and can easily engage your players into the game. Any form of multimedia or technology used to enhance a game session will work

perfectly and be easily controlled. As a minor side-benefit, you can always catch anyone cheating in any type of game you participate in.

Rules and Standards (400cp)

When you are running a game, you expect a certain standard of behavior from your players. This ability lets you enforce a general code of conduct on anyone who willingly engages in any activity you are in charge of. Breaking this code of conduct will not even occur to those affected as an option, and they will be unaware of this effect. This only works on those that should be on your side or cooperating with you in the first place.

Casual (Drop In)

Quick Learner (100cp, Free for Casual)

You are good at picking up the basics of new skills or topics. You could learn enough of the rules of a new RPG to play in just a few minutes, but really mastering it will still take time and effort.

Looking For Group (200cp, Discount for Casual)

You can almost always find people who enjoy the same hobbies as you, or even just cool people to hang out with. If there are any people around, odds are, you can find a group.

Hell Of A Nice Guy (400cp, Discounted for Casual)

You are incredibly charismatic, people enjoy spending time with you, and will often listen to your ideas. Even if you are not really part of a social group, you will be treated like you were a long time member, just because they like you that much. They will forgive small foibles, faux pas, or missteps, the same way they would forgive a longtime friend. You will also quickly pick up on the inside jokes, anecdotes, and traditions that define the group you are joining.

Dungeon Master's Girlfriend (600cp, Discounted for Casual)

You might not actually be dating the DM, but he still seems to like you an awful lot. Enemies will target other people, you will tend to find items that you need, NPCs will favor you, things will tend to go your way, as much as possible without it seeming like blatant cheating.

This applies in real life as well, with random chance working in your favor. You will never experience bad luck, unless someone is directly causing it.

Real Roleplayer

You've Got To Get The Voice Right (100cp, Free for Real Roleplayer)

You have a real talent for accents and vocal mimicry, allowing you to give each character a unique voice and vocal mannerisms. You will never forget which voice you attach to a particular character.

The World of Imagination (200cp, Discounted for Real Roleplayer)

You are highly creative, never suffering from any form of writer's block or similar afflictions. You also have serious talent in writing fiction.

All The World's A Stage (400cp, Discounted for Real Roleplayer)

And all the men and women merely players. You are good at acting, capable of staying in character in any circumstances. Even reading your surface thoughts will not reveal anything except the character you are portraying. You can always remember any character you have portrayed and all the details and background for them. You never mix them up and can instantly switch into a different character.

Bullshit Level Keikaku Doori (600cp, Discounted for Real Roleplayer)

The highest achievement in roleplaying is to deliver such a performance that it hijacks the DM's storyline, and makes it your storyline. You excel at this, manipulating and predicting people's actions with ease. Even those with seemingly total power over you can find themselves dancing to your tune, with a little time and effort.

Power Gamer

Speed Reading (100cp, Free for Power Gamer)

You have to keep up with the new materials for your favorite games, because any new release might have the trick you need to dominate. So, you have mastered the skill of speed reading, fully absorbing written material at 100 times the normal speed. Of course, you can still slow down to enjoy the read, but who has time for that?

You Have To Know The Rules To Exploit Them (200cp, Discounted for Power Gamer)

Memorizing the rules, and the loopholes in them, is an important skill for any Power Gamer. Now this is easy for you, because you have a perfect memory, with instant recall, unlimited storage, perfect indexing, immunity to tampering, immunity to harmful memories, and your memory is fully retroactive. You can choose to hide a memory from yourself, remaining aware that it exists and is hidden, and you can reveal these at will.

Analysis (400cp, Discounted for Power Gamer)

You truly excel at analyzing systems of any sort, learning how the system works, what loopholes can be found in it, and even how to twist it to do things never intended. You also instinctively connect disparate information that would allow for the exploitation of potential loopholes in material you're familiar with, and how they might potentially apply in other areas.

Synergy (600cp, Discounted for Power Gamer)

In a lot of ways, power gaming is about finding synergy, combinations that are more than the sum of their parts. Now, you can apply this talent to anything. Martial styles, super powers,

magic systems, technologies, cooking styles, or anything else, you can learn to merge and combine them into things never dreamt of by the original creators. It may take time and effort, but the sheer power is worth it.

That Guy

Rude, Crude Dude (100cp, Free for That Guy)

You have a real talent for insulting, annoying, and disgusting the people around you. It may not be attractive, but it is still a method for manipulating people.

It's Lonely When You Have No Friends (200cp, Discounted for That Guy)

That Guy tends to spend a lot of time alone. So he develops coping methods, and so have you. You suffer no difficulties from social or even complete isolation. You do not develop mental difficulties and your social skills, such as they are, do not degrade.

Cheater's Prosper (400cp, Discounted for That Guy)

You are a world class expert at cheating. Even in a game or activity that you have never tried before, you will find a way to cheat at it, and a little practice will make you a master of that cheating method. Your tricks are incredibly difficult to catch as well.

Dude, What The Hell? (600cp, Discounted for That Guy)

That Guy does things that should really get them tossed from any group they are in. Yet somehow, they never seem to face the consequences of those actions. Nobody forgets or forgives what they did, but it always seems too much work to actually do anything about them.

You share that protection. Minor crimes or misbehaviors will not result in any form of punishment. Even more major transgressions, things that could be considered felonies for instance, are treated far more leniently than they otherwise would be.

Items

Each Origin gets its 50cp item for free, and a discount on the rest of its items. You can import similar items into any of these at no additional cost. Any item can be taken multiple times, but 50cp items are no longer free or discounted after the first purchase. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later.

General

Crown Royal Bag (Free for All Origins or 50cp)

This attractive drawstring bag is perfect for holding your dice. It comes with just enough dice to play your favorite RPG, but can hold as many dice as you put in and the dice you want will be what you retrieve. For 50cp, this contains an unlimited amount of any type of dice needed, as long as those dice exist in the real world.

Core Rulebooks (Free for All Origins)

These are the core books required to play your favorite RPG. Not all the splats and expansions, this is just the basics. For example, D&D3.5 would require the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual, while Vampire: The Masquerade will provide just the single core book.

Bare Necessities (Free to All Origins or 100cp)

You have a job that pays enough for you to live on, assuming you live simply. You also have a home of some sort, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. The job will be something you are capable of performing, and that works with your background, and the schedule will be flexible enough that it will not interfere in your gaming.

For 100cp, you have a trust fund that pays in whatever the local currency is, equivalent to two hundred thousand dollars (\$200,000.00) per year. Your home, vehicle, and other possessions are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from.

Each time you purchase the upgrade, move the decimal point one space to the right. This item follows you to all future jumps, adapting as needed, and can be toggled off for a jump. Any other form of income you receive, including from other perks or items, can be added to the trust fund, and will also be completely legal with all taxes paid and documentation needed.

Character Sheet (50cp or 100cp)

This Character Sheet represents the holder's actual abilities, in the best approximation possible using an RPG system of the holder's choice. This system can be changed at will. For 50cp more, this can instead display the abilities of anyone that can be seen by the holder.

All The Books (50cp or 100cp)

You have a library added to your Warehouse, which contains all the books ever published for all RPGs ever published. For 50cp more, this also includes all accessories, such as maps, DM Screens, or soundtracks. You'll always be able to find exactly what you're looking for whenever you go looking for it.

'Con Registration (100cp)

You have VIP Pre-Registration at any Convention you want to go to, as well as a reserved place in any event, panel, or game session you want to attend. This includes needed hotel reservations and travel arrangements. These are all contained in a handy document folder that will have everything you need inside of it when you decide you want to attend a 'Con.

Casual (Drop In)

Quick Start Rules (50cp, Free for Casual)

You have a set of Quick Start Rules for any game you want to try. These rules are not the full game, but they are sufficient to play a session or two, giving you a feel for the game. In the case of simpler games that could be explained in a page or two of text, this does include the full rules.

Snacks & Drinks (100cp, Discount for Casual)

You have a cooler that contains an unlimited amount of drinks and snack foods appropriate for eating during a game. This is things like chips, pretzels, sodas, cookies, salsa, trail mix, or candy. For an extra undiscounted 100cp you can have this include take out food such as pizza, chinese food, or similar such “gaming” staples. All items are fresh and ready to serve, as hot or cold as you want them to be.

Magic Writing Implement (200cp, Discount for Casual)

This device can be a pencil, mechanical pencil, ink pen, calligraphy brush, or any other tool meant for writing, changing form as the user desires. It never runs out of lead, ink, or whatever other medium is being used.

More importantly, when used to fill out a form, it will always do so correctly, with the proper information and correctly making all calculations required. For example, if used to fill in a D&D3e Character Sheet, it will fill in the Ability Scores rolled or purchased, and properly calculate all Saving Throws, Attack Bonuses, Encumbrance Levels, and other derived statistics. It does this according to the rules of the form being filled out. This writing device appears in your hand whenever you need it, and disappears whenever it's not needed.

Real Roleplayer

Game Journal (50cp, Free for Real Roleplayer)

This leather tome automatically records journal entries and notes detailing all your adventures, especially the make-believe ones, as if you had written them yourself. It will open itself to whatever entry you are currently wanting to see, and cannot be read by anyone else without your permission.

Character Background (100cp, Discount for Real Roleplayer)

This folder will contain full details on the background of any character you create, with all sorts of supporting evidence and documents, to help your character really come to life. In addition in future worlds this can provide you with documentation for a single “normal person” identity that can't be proven to be false, on top of its regular functions.

Character Costume (200cp, Discount for Real Roleplayer)

A real gamer has to really get into the characters he (or she) is playing. And, of course, one of the best ways to do that is by dressing in costume. This costume can change to be any form of clothing or armor you can imagine, though it only provides the appearance, not any real protection or other mechanical benefits. It can be imported as clothing or armor, and retains all

abilities of an imported item, no matter what form it is in. Guaranteed to always be a comfortable fit and you'll never overheat while wearing it. It is also self-cleaning, and will repair small rips or tears within a minute.

Power Gamer

Miniatures (50cp, Free for Power Gamer)

Often, the tricks and combos employed by Power Gamers require precise placement and measurements to be effective. So, they are often the most likely to use miniatures to help keep track of all the action. This very nice case contains any miniatures you might want or need, already painted and ready to go.

Quick Reference Book (100cp, Discount for Power Gamer)

Sometimes, you need to quickly prove that a rule or ability works the way you say it does. This small book, the size of a typical paperback, will open to show the exact correct wording of any part of the rules that are in question, as well as an easy to understand explanation of those rules, to help the reader comprehend them better. Anyone seeing the Quick Reference Book will accept that it is accurate, which it always is.

Tactical Map (200cp, Discount for Power Gamer)

This durable plastic sheet will change into a tactical map for use with any game desired. It will alter itself to display the proper terrain features, and will move any miniatures placed on it, keeping along with the action of the game. It also displays measurements, such as spell radius or range, in whatever way is desired. Basically, it does all the work for you.

This map can be set to display the real area around you, instead of an imaginary setting, but cannot track any creatures the owner is not aware of. No one will question the oddity of this map when used for gaming.

That Guy

“Honest” Dice (50cp, Free for That Guy)

When rolling these dice, a desired outcome is actually twice as likely to be rolled as an undesired outcome even if you're unclear on what, precisely, the roll is for. No one will notice this. No one questions you bringing and using your own dice, even to events or places that normally wouldn't allow that sort of thing.

Perfect Gaming Room (100cp, Discount for That Guy)

Sometimes, the only reason That Guy is tolerated is because he has the perfect setup for gaming. This room contains perfectly comfortable chairs, a table that is always the right size for the number of people, and whatever accoutrements are needed for the event, such as food

storage, sound systems, overhead projectors, or anything else. It is always the right temperature, the right level of lighting, and otherwise completely comfortable for everyone.

After the jump, this becomes a Warehouse attachment, though you can choose to place it in any property you happen to own.

“Correction” Pen (200cp, Discount for That Guy)

This pen can be used to erase information on any form of document, and write in new information on that spot. The new information will be impossible to distinguish from the rest of the document.

Companions

Create/Import (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600cp to spend. These Companions cannot take Drawbacks, but you can transfer CP from yourself to a Companion, at a 1:1 ratio. You can create or import as many Companions as you are willing to pay for.

The Gygax (100cp)

Ok, so this isn't Gary himself (R.I.P.), but this guy is an awesome DM. He is always happy to run games or be a player, and has an encyclopedic knowledge of gaming history and lore.

He has **Superb Gamer**, **Ambassador of Games**, **Master of Masters**, **You Have To Get The Voice Right**, **The World of Imagination**, and **You Have To Know The Rules To Exploit Them**. He also has all the free items, and you can transfer CP to him at a 1:1 ratio.

Other than that, you can design his personality and appearance as you wish. And yes, this Companion can be female if you choose.

Supplement Mode

You can choose to use this Jump as a Supplement to another Jump. All locations and starting time are based on the base Jump, and CP is kept separate. Drawbacks are adapted as needed to the base Jump.

Drawbacks

You can take as many Drawbacks as you want, without limit on CP gained. If you can handle the Drawbacks, you can have the reward.

Extended Stay (+100cp)

Your time in this world is extended by an additional five years. Your other drawbacks persist through this time. This drawback can be taken as many times as you desire.

Lousy Schedule (+100cp)

Life is going to interfere in your all-important gaming time. You are going to need to work hard and keep a tight schedule, or you are going to start missing a lot of games.

Shitty Schedule (+100cp, requires **Lousy Schedule**)

Now, it is not going to be minor inconveniences keeping you away from gaming, but major problems, such as family illness or work issues. But you better find a way to resolve them, because you have to play at least once every two weeks, or you chain fail.

No Snacks (+100cp)

Your gaming group has strict rules, no food or drinks other than water at the gaming table. Which can become a problem with game sessions lasting four or more hours. Luckily, you can get a 15 minute break, once a session.

No Breaks (+100cp, requires **No Snacks**)

Now the rules are even stricter, no breaks allowed, and every gaming session will be at least four hours, with six hours being common. I suggest eating, and visiting the restroom, ahead of time.

Strict DM (+100cp)

Your DM is a bit strict, he never fudges rolls, and is likely to restrict the options for character creation to better fit his campaign, though he will tell you this beforehand. He also insists on people paying attention and being involved in the game, with a minimum of chatter. Gaming can still be fun, but it is definitely taken more seriously than with most DMs.

Killer DM (+200cp, requires **Strict DM**)

Your DM has a single goal, kill as many characters per session as possible, within the rules. This can be fun, every now and then, but now all of your DMs will be like this, for your whole ten years.

Rules Lawyer (+100cp)

You just can't help it. Whenever there is even the slightest question about a rule or its interpretation, you will insist on looking it up, and following the written rule precisely, no matter how much it slows the game down.

Rules Lawyer Jerk (+100cp, requires **Rules Lawyer**)

Now, you will go out of your way to create rules conflicts, just to show off how much better you are than the rest of the players.

Fourth Edition (+200cp)

It might not be specifically D&D4e, but you will be stuck playing games that are definitely not your favorite for your full time here. Except for at Cons, then you can play what you want.

This Guy (+200cp)

No matter what your Origin is, or how you behave, other players are always going to see you as That Guy, the one that annoys them, that makes inappropriate comments, and that no one really wants to game with. It is going to be hard to find a regular gaming group, or even make many friends.

That Guy (+100cp)

There will always be a That Guy in every gaming group you are a part of. Even if you get rid of one, another will appear at the next session.

Those Guys (+200cp, requires That Guy)

Everyone you ever game with will be That Guy. And you must game, at least every two weeks, or you chain fail.

Prehistory (+200cp)

Your time here starts in 1974. Dungeons and Dragons is just getting started, resources and groups are very limited, and many of the ideas taken for granted by later generations of gamers do not exist yet.

No Gygax (+200cp, requires Prehistory)

It is 1974, but there is no Gary Gygax to be found. He never left the Marine Corps, and therefore never invented Dungeons and Dragons. You had better get to work, because you have just 20 years to make Roleplaying Games into an industry at least as developed as it was when Gygax left TSR in 1985. Yes, this gives 10 more years than it took Gary, but he had connections and friends to help him, as well as a lot of luck. This removes the need to actually game on a regular basis, since you might have trouble finding gaming groups that do not exist yet.

Public Backlash (+200cp)

Back in the 80s, along with a lot of other weird stuff, there was an odd belief spreading across America that D&D was devil worship. The details are insane (seriously, research this a bit), but parent groups, schools, and other organizations were condemning the hobby all over the place, and many stores stopped selling gaming materials. It was not a fun time to be a gamer. And now, you will have to live with this for your entire time in this world. Expect to have to hide your dice and books, and for people to insist on praying for your soul.

The World Has Gone Crazy (+200cp, requires Public Backlash)

For the entire length of your stay here, gaming will be treated like witchcraft was in Salem Town in 1692. But you can't let that stop you. You must keep the hobby alive, and game regularly, or you fail.

Mazes and Monsters Part Two (+300cp or +500cp)

In 1982, an anti-gaming film called Mazes and Monsters was released direct to television. Now, before your time in this world is done, you have to create a sequel, one that reverses all the anti-gaming propaganda of the first film, showing the hobby as the fun and stimulating activity we all know it is. This film can be direct to television, or a theatrical release,

but cannot be limited solely to a gaming audience. For an additional +200cp, you must get Tom Hanks to star in the sequel.

FATAL (+600cp)

At least once a week, for at least six hours, you will be playing a session of FATAL, with a group of gamers who wholeheartedly believe it to be the best game ever made, as well as the most accurate depiction of medieval history and culture ever made. This session will happen, you will be there for the whole thing, and you must do your best to join in the “fun”.

The Final Choices

As you may expect, at the end of ten years here, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away and you get a picture of you with Gary Gygax and Dave Arneson, signed by both of them.

Notes:

The quote on the first page is from “Playing D&D” by SJ Tucker. You can find it on Youtube.

Special thanks to Brellin and Cliffc999, who gave me some excellent advice.

Change Log:

Version 1.4

Changed the **You Have To Know The Rules To Exploit Them** perk.

Changed the **Extended Stay** Drawback.

Changed the **Final Choices** section.

Version 1.3

Changed Super Gamer to be Free for All Origins.

Changed the Crown Royal Bag and Bare Necessities.

Added Supplement Mode.

Added Extended Stay and Mazes and Monsters Part Two Drawbacks.

Version 1.2

Changed **Location** to **Location and Starting Time**, and dropped the stupid joke.

Added **Superb Gamer**, **Ambassador of Games**, **Master of Masters**, and **Rules and**

Standards perks.

Altered **You’ve Got To Get The Voice Right**, and **All The World’s A Stage**.

Added **Bare Necessities** item.

Altered **Game Journal** item.

Clarified Companion CP Transfer.

Added **The Gygax** Companion Option.

Added **That Guy**, **Prehistory**, **No Gygax**, **Public Backlash**, and **The World Has Gone**

Crazy Drawbacks.

Altered **Those Guys** Drawback.

Added **Change Log**.