

Generic TTRPG

By Nuthenry2 - v1

You sit in a dimly lit room at a long table, In front of you is a hooded figure. The Shadowy speaker speaks up and says "Roll for initiative!", the lights click on and it's revealed to be Jump-Chain! "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 sitting 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 (400, 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 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 200cp, In the future you may choose to toggle this for any of your gamer 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, 500 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 500cp 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, twice as fast in fact. This stacks additively with other sources of training and exp boosting perks Including multiple purchases.

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. If neither of these options suit your game, then this perk may be useless for you.

Downtime (300)

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 with A singular result so you will not gain any skill from working a job but only the 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.

The DM's Favourite (500)

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 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. 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 gained the character sheet you filled in with your choices for your 'Character Creation' perk and a 7 piece dice set of your choices of colour, material and style.

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)

Free! Anyone you want to recruit in this world is free to join you as a companion if they 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, 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.

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 fall 1000cp, the second time you gain no cp and have to take drawback to buy perks or items and the third and onwards it will cost you 500cp which must be payed. Also note that 'Third-Party', 'Home Brew' and 'Starting Experience' have to be bought for each setting you go to, unless you are returning to a setting where you have been before and have already bought them for the setting. When returning you use the original character sheet or when using the same system you can use an old character sheet and continue where you left off, note that you still have to pay the reentry fee for your third and onwards uses of this doc.

Longer Stay (+100 cp)

You'll spend 10 more years 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.

Bodymod Lockout (+200 cp, Requires Power Lockout)

You no longer have the Benefits of your body mod and have to rely on your character body.

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.

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-chain will give you a cookie if you pick another setting than D&D or a Wizards of the Coast setting.

Change log:

v1 - Initial Release