



Generic TV Show Jump

v1.0

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Welcome to a... well, breathtakingly ordinary world. In this jump, the world is as normal as it can be, but you don't have to be.

In this jump, television shows are the focus. However, what you actually experience is up to you. What will you do for the next decade?

You could be a **TV Show Watcher** and thus be mostly mundane. Or you could be a little bit more extraordinary and be a **TV Show Creator**; someone who has the resources and ability to create television shows. Lastly, you could be quite special, and be a **TV Show Explorer**, someone with the ability to fully enter and experience the show from the inside, as a character in the program.

Take **1000 TV Points** to fund your adventures.

Starting Location

Your origin determines your starting location.

Earth

TV Show Watchers start off here. This is Earth. Just a mundane, regular, echo of the world many jumpers come from.

Television Studio

TV Show Creators start off here. This is a standard, normal television studio, the kind you'd find in real life.

Television Show

T.V. Show Explorers start off here. This is inside of an actual T.V. show, one you know well. You, by default, occupy the role of an extra, a nameless figure in the background of a show you enjoy. It is peaceful. It is safe. You start located in the background of a scene from an episode you know well. There is a way out, it just takes some time to find it. When you leave you'll find yourself on Earth.

Age and Gender

You can freely determine both your age and your gender for the purpose of this jump.

Origins

T.V. Show Watcher [Free]

You are a casual fan of television shows, a normie TV show watcher.

T.V. Show Creator [Free]

You are a creator. Maybe you're a writer, an actor, or a director, but regardless of the specificities of what you do, ultimately you create. And you excel at creating television shows.

T.V. Show Explorer [200 TP]

You are something just a *touch* more... real than others here. You can enter and explore television shows and can leave them quite freely.

Perks

Origins get their 100TP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Patience [Free]

One of the key traits of a good T.V. Enjoyer, be they someone who explores shows, creates them, or watches them, is patience. You are an uncommonly patient person, able to diligently wait through ad breaks and for the next season of a show that ended in a cliffhanger.

T.V. Show Watcher

Productive [100 TP]

You can watch TV and still do what you need to do. This enhances your productivity, while also improving your ability to multitask. While multitasking you'll never suffer from a drop in quality due to the fact that you are doing multiple things at once.

Comfort Show [200 TP]

Watching television shows affects your mood in a variety of positive ways. You can assign emotions to shows and watching them will truly make you feel what you assign to

a given show. This emotion can be as temporary as you want it to be, so you can watch a show you assign the emotion of fear and then stop watching and be fine, but this can also boost your mood all day if you want.

Background Music [400 TP]

You can detect the initiation of new story arcs and beats in plots, as well as other minor bits of foreshadowing through a new ability you have; the power to hear background music. This ability takes a beat to get used too, but can be very handy.

Credits [600 TP]

You get a bit of a preview as to who you will see in a given week at the start of every week thanks to an ability you now have that lets you see the “Credits” of your life. People who have “Main character” status will be billed as “Starring”, while others will be billed as “Guest starring”. This even lets you predict who you’ll meet, prefacing such people’s names as “Introducing”.

T.V. Show Creator

Behind The Scenes [100 TP]

Some people are disagreeable and childish behind the scenes. You’re the opposite. You’re easily able to tap into a well of kindness, sincerity, and cooperativeness, and can use that to help people jell. You can make people want to work together and bring creative visions to life. You’re great at ensuring people get the job done.

One-Jumper-Cast-And-Crew [200 TP]

You’re exceptional at every facet of the creative process. You can act, write, direct, and even help with marketing and things like set design. Some will say you’re mad for what you do, but you have a vision and you will bring it to life.

Inspiration [400 TP]

Creativity is the name of the game, and you have a wellspring of it. You have clear creative visions in your mind’s eye and you can communicate these visions clearly, allowing you to inspire and motivate those who are helping you bring your vision to life.

Lifelike [600 TP]

The shows you create are remarkably realistic. You can empower your creations such that those who see them have dreams wherein they are transported to them, and have adventures where they get to interact with the characters. You know about these dreams and have an inner database that archives them and lets you view them at any time, potentially learning from them and being inspired by them. You can be as selective as you want with this, causing specific people to have dreams in your shows or making anyone who sees only a few minutes of an episode have such dreams. Those who have the dreams will not remember them by default, but you can remind them of the dreams, which causes them to vividly remember them.

T.V. Show Explorer

Featured Extra [100 TP]

You can enter a television, or any device playing the equivalent of a T.V. Show, at will and in doing so enter the world of the show that the T.V. is showing. You will instantly become a featured extra, by default, and you'll intuitively know what you are "Supposed" to do as defined by the script of the show you're on, or what would feel right to do in a reality program or some other bit of live programming. You will be given an opportunity to interact with the main characters, but in a limited way that will not drastically alter the plot. You can also freely explore the world, and interact with people repeatedly, though it is difficult to do so for extended periods of time and if you push this (or you are too disruptive to the show's intended tone and direction) you'll get booted from the show and the characters will not remember you if you reenter the show. In this case you can create a version of the episodes you were in that were altered by your actions and that contain footage of you. This also gives you an intuitive sense of how not to be seen as particularly odd in any given context, even outside of a show.

Recurring Character [200 TP]

With this you can enter a T.V. show and become a recurring character. This grants you increased importance in shows, and makes you a more real presence in media you enter. With this you can more easily interact with other characters, and even if you get booted out of a show you will be vaguely remembered (unless you wouldn't want to be). You can also create versions of the show with you that feature your "character" and their escapades. You also get a sense of ways to subtly change and alter the direction of the plot of a TV show, and a slightly less effective version of this sense that applies to the overall plot of a setting.

Main Character [400 TP]

You can enter shows and become a new main character in them, with your own storyline based on a combination of your powers and personality. You will have an "Intended" arc which you can choose to follow (which will make itself clear to you naturally and over the course of a few "episodes"), and a broad instinctual understanding of the main beats of settings moving forward. This sense isn't useful for helping you determine the specifics of any given plot, but can allow you to sense the large plot beats and focal points where a plot can most easily be derailed, for better or worse. This also makes you immune to being bounced out of a show for being disruptive, and you can of course keep a version of the show where you're a character.

In And Out [600 TP]

Until now you've not been able to bring things and people out of... T.V. World, but now you can. You can enter T.V. Shows and bring objects and people out of them, letting you do things like rescue characters from grisly fates, or snag cool-looking items. However, one thing worth noting is that characters brought out of shows have no innate loyalty to you and characters and items are only as powerful as you are, so if you try to do something like bring a version of Superman or Supergirl out of a show featuring them and expect them to be real titans, they'll only be as powerful as you. They can utilize some version of their powers scaled to you (which grows a bit stronger if you yourself have the same powers as them). This is true of items as well.

This perk also extends the effects of the ability to enter T.V. World to include movies, but at first, you start off with the skills and traits brought to you by the Featured Extra perk

and have to train the ability to reach the level of the Main Character perk before you can do the effects of In And Out in movie land.

Individuals you bring out of T.V. shows and movies count as followers, but otherwise persist in the real world as long as they survive, and if you die they get sent back to their native world (whatever show or movie you brought them out of).

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100TP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

T.V. Show Watcher

Comfortable Setup [100 TP]

You have a luxurious setup for watching television. This can be a large, crystal clear TV in front of your bed, or a huge TV set up in your living room in front of a large couch. This setup is replicated across all of your properties, appears in any spaces you temporarily occupy, and exists in a new space in your warehouse as well.

Collection of Shows [200 TP]

This is a collection of all of the media that exists in this world, which itself is a copy of all of the shows that exist on your pre-jump Earth at the year you initiate this jump. This collection increases as you go from jump to jump, with new shows appearing in every jump you visit (even if it shouldn't be possible), all of which will be mildly amusing and entertaining shows based on the plots of the worlds you go too, including from different perspectives if shows already exist based on the settings you're visiting.

T.V. Watching Job [400 TP]

This is a comfortable job that involves watching television. By default what you have to do is watch an episode of a show and give it a mental rating, and for every hour you do this you will get paid a modest fee which scales with inflation to ensure you get paid a living wage and then some for this work. You can assign your own hours, and this job follows you into future jumps.

T.V. Show Creator

Props [100 TP]

You own a vast quantity of props. These are imitations of, for the most part at least, various goods that someone can expect to see in a lot of shows. Some of these are not

imitations and are actual, real-world examples of the furniture and items you can expect to see in many different shows. In each jump, the number of props, both real and imitation, you have will steadily increase and diversify.

Cast [200 TP]

You are the head of a group of actors, a “Cast”, “Ensemble”, “Troupe” or any other appropriate term. This group of actors are followers of yours with a variety of appearances, skills, and passions related to acting. In worlds without TV and movies, or some sort of local equivalent, they’ll seek jobs related to charisma and entertainment.

TV Studio [400 TP]

You are the owner of a TV studio that follows you to future jumps and creates and spreads TV technology across the setting. This studio is always ready and able to broadcast episodes of shows you know about, as well as produce expertly made and finely written versions of your adventures across the multiverse. You will always get a tidy profit from this item, but can earn more if you lead the studio effectively.

T.V. Show Explorer

Background Extra [100 TP]

You have a recurring job as a background extra. With this whenever you appear in a show you’ll be able to get a small but handy paycheck as a reward for your odd entertainment escapades. This paycheck increases per however many episodes you appear in.

Adaptive Outfit [200 TP]

You have an outfit that can instantly, with a thought, change how it looks to always be appropriate to a given context and setting. With this your clothes can go from being jeans and a T-shirt to being formal victorian wear if you move to a victorian setting, or the scraps of plant matter and animal skins a cave-person might wear, in such a setting. You can change this outfit’s looks with a thought, the outfit self-repairs, and it always fits and is comfortable and clean.

Ideal Show [400 TP]

You get an original show delivered to your warehouse at the beginning of each jump. This is a perfected version of your favorite genre of show based loosely on the setting you’re in. This is perfect to explore, and you can explore it even if you cannot explore other television shows.

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]

Standard companion importing or creating. With this you can import or create a single companion into any origin 50TP each or eight for 200TP. Such individuals get 600 TP to spend on their builds and cannot take drawbacks.

Canon Companion [50]

So you want to take any other existing character from this world. Well, then this option is for you. Anyone you meet here, if you spend the necessary points and convince them to join, can follow you along your chain as follower.

Drawbacks

Another Universe [+0 TP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

Plot is King [+0 TP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 TP]

For each purchase of this your time here is extended 10 years. You can purchase this three times for points, and afterward you can continue to purchase it purely for its extend-a-jump effects.

Judgmental [+100]

Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

Loss of Understanding [+200]

People will, from here on out, be much more ignorant as to the meaning of shows and programs, even and especially ones that are not subtle about their meaning and messages. There will be many annoying remarks, particularly about shows you like, where people reveal how dense they are.

Least Favorite Type [+200]

Whatever type of TV show you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend shows you just don't like, and such shows will experience surges of popularity.

Fandom Wars [+400]

Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

Endless Debates [+400]

Oh no, people are really annoying about this now. The entire time you're here *discourse* about tv shows will be happening. Expect endless debates about what some shows *mean* whenever you look at the comments section of a show you like.

TV Reality [+600]

The writing quality of this setting has gone downhill, fast. This world is now colored and informed by tropes that hit the sweet spot between being the ones you hate the most and the ones that are the most dangerous for you. This will make your time here a lot less pleasant, and, if possible, more dangerous.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.