

# Generic Gamer Jump

v1.1

by Low\_Hour

Magic. Telekinesis. Super strength and speed. There are many great powers out there, but few so great as the power of the Gamer: that of unchecked growth. For though you may be weak when you appear in this world, when you leave it, you will almost certainly be one of the most powerful beings it has ever seen.

What world you appear in, specifically, is somewhat less important. You will get to decide that, as well as what form the abilities of the Gamer take in you.

You are whatever sex you wish to be. What age you are is up to you.

You begin with 1000 CP to spend on Perks and Items, as well as 1400 GP (Game Points) to design the Gamer System.

# Difficulty

How challenged do you want to be? Whatever you choose, this will affect not just the power of the enemies you have to face, but also the tone of your stay here.

**Easy** (+0 CP): This world is very low-level. Probably not that much more dangerous than the world you're originally from. There are few, if any, creatures of power here. Things are light-hearted, maybe even comedic, and bad things will rarely, if ever, happen at random. Even if you haven't been through a Jump before, you'll be just fine.

**Medium** (+200 CP): Now this is a bit more like it. Things still aren't too dangerous — street-level, really — but at least there's *some* danger to be had. There are some beings to be wary of here and there, but nothing world changing. Not entirely dark, nor entirely bright; things both good and bad happen about as often as they would normally. Not really anything to be overly concerned about.

**Hard** (+400 CP): Here's where things start to get really interesting. Power doesn't wait around *every* corner, but most, and there are plenty of beings with the power to lead armies and rule countries, even a few of world-shaking strength. This world isn't totally hopeless, but good ends will take unreasonable effort to achieve, and what can go wrong will tend to. This is a world meant to challenge you, and I think you'll find it's quite good at it.

**Brutal** (+800 CP): This is a death world. People die in droves every day; you'll be challenged at every moment. This place is grimdark at its finest. If you're not a Jumper of experience and power, you're sure to die, and even then...

# Setting

Before we get to the good stuff, we should probably clarify what *kind* of world, specifically, you'll be going to. You may choose for free, or you may leave it up to a roll of the dice in exchange for gaining 100 CP.

You may, if you like, disregard these options and travel to a pre-existing setting; you may use this Doc as a Supplement if the setting you choose has a Jump Doc. If you do pick a pre-existing setting, its difficulty will be adjusted to match whatever you chose in the section above.

1. **Modern** — A modern world. Potentially utterly mundane, depending on the Difficulty you selected. It probably looks a lot like the world you came from, though if you decided to go for Hard or Brutal, the similarity will be only surface-deep; you may select another Setting, what lies hidden in the shadows, for free.
2. **Historical** — Want something realistic, just in another time? No problem. Whether you want to travel to Medieval Europe or Classical Greece, to Ancient Asia or someplace even earlier, before the dawn of history, anything's possible.
3. **Sci-Fi** — Still a more realistic sort of world, for whatever that's worth when technology has advanced to the point of fantasy. Perhaps starships and artificial intelligences are common sights, perhaps giant mechas are the new favorite weapon of the military, or perhaps first contact or the singularity has finally been achieved. Whatever the case, the world just got a whole lot bigger.
4. **Fantasy** — Your standard fantasy world. There are elves and gnomes and dwarves, some dragons here and there, not to mention magic galore; you can decide how widespread these are. What will you do in a world where magic is real?
5. **Comic Book** — Whether you're a hero, villain, or something else, you're living in a comic book world now. Villains often stage attacks, and buildings are somehow repaired in a matter of days. If you picked Brutal, there will be global crises occurring once every few months, and unlike in the comics, these actually stand a good chance of ending the world. Or not, if you prefer something easier.
6. **Horror** — Whether it's mummies and vampires or Lovecraftian abominations and SCP anomalies, this is a world of horror. Be careful, Jumper. Who knows what hides around the corner or beneath your bed?
7. **Occult** — This is a world of angels and demons and devils. Perhaps they're similar to the common conception of good and evil, or perhaps there's a twist. But keep this in mind, Jumper: fools rush in where angels fear to tread.
8. **Mix and Match** — Want a fusion of these setting types, maybe even the whole kitchen sink? Perhaps there's something we failed to include? This option covers it.

# Perks

Ordinarily, Jumps let you choose certain Origins, Backgrounds, or Archetypes, which not only define your place in the world but reduce the price of relevant Perks. Gamers don't really fit into such neat boxes, however — they tend to branch into all of them.

Whether you choose to be a Drop-In or to take the place of someone already existing, you may choose four 100-CP Perks to receive for free, discounting (paying half price for) three 200-CP Perks, two 400-CP Perks, and one 600-CP Perk.

## 100-CP Perks

**Brute Strength:** You are incredibly strong. You can lift cars straight up into the air with a bit of effort, and your punches can dent steel. This isn't just regular strength that's boosted to superhuman levels, either — it's a sort of Superman-style tactile telekinesis that ensures whatever you're lifting or holding won't fall apart under its own weight, also allowing you to catch objects or people falling from a great height without any harm done to you or them.

**Lightning Quick:** Well, not *that* quick, or anywhere near it, admittedly, but it's a cool name. Your top speed lies at about half the speed of sound, letting you cross multiple football fields in mere seconds. But there's a difference between being fast and being quick, and you're the latter — in addition to your incredible speed, your reflexes are instantaneous and incredibly precise. The deftness and dexterity you possess is beyond even a lifetime of training; other people occasionally fumble, but not you. You have a gymnast's flexibility and walk with a dancer's grace.

**Tough as Nails:** You're not quite bulletproof, but you *are* bullet-resistant — you could walk through a hail of the things and come out the other side with only a few small bruises to show for it. This toughness is not merely skin-deep — your durability extends all throughout your body to cover even your insides; there will be no being clever and targeting your eyes as a weak point, because you don't have any. And you're more than tough — you're vital. You can hold your breath for nearly half an hour before your lungs start to burn, you only need half as much sleep each night, and your endurance is such that you'd need to run a marathon before getting winded. Only the most deadly of diseases and poisons can slow you down. You even seem to heal faster, such that injuries that might incapacitate others for a week will only keep you down for a day or two.

**Beautiful Mind:** It's hard to really define what intelligence is, precisely, but you have it. Much of that which people mistake for high intelligence is in fact good memory, though you have that, too; the only way you'll ever forget something is if you want to, with all else remaining caught in the steel trap that is your mind. You're able to process more, your brain never seeming to get

overloaded, nor worn down by overuse; your processing power is such that you can follow more than one train of thought at once. And, of course, you're able to make connections almost instantly where they can logically be made; you could make a passable impression of Sherlock Holmes.

**Well of Wisdom:** If intelligence gives you more options to choose from, then wisdom is the ability to choose the best of those options. This quality, too, is hard to define, but you know it when you see it, and others see it in you. You certainly have what people call 'common sense', but it's not just that. It's as if you see things that others don't — you're able to accurately divine a person's feelings and innermost thoughts, including your own. It's perceptiveness and intuition, an attunement to the world around you. It's the ability to overcome your own biases and prejudices, such that to you they might as well not exist. It's clarity of thought and peace of mind. It's instinct and intuition. It's the ability to recognize what feels right and true and discern what doesn't make sense and why. It's a knack for accurately predicting the outcome of events even far in advance. It's not making stupid mistakes, even those that don't seem stupid at first glance. It's the ability to make the right choice, if not all of the time, then almost all of the time. It's fuzzy, but no less important for it.

**Silver Tongue:** Well aren't you a charmer. You're able to wheel and deal with the best of them, thanks to an acute understanding of psychology as well as a keen insight into people's thoughts, desires, and motivations; you know how to make people laugh, cry, or feel just about any way you want them to feel, really. Unless what you say is blatantly and obviously false, it's all but impossible to catch you in a lie. You know just what makes a person tick and how to get them to do what you want, to even make them want to do what you want. You're able to be the life of the party one minute, put the fear of God into the whole room the next, then smooth it over like it never happened. You have a startling grasp of local etiquette and customs, even those you'd have no way of knowing about beforehand. The only way someone is coming away with a negative first impression of you is if you want them to. It's just hard to dislike you, and the alternative is oh so very easy. It certainly doesn't hurt that you're probably the best looking person in the world. You even smell amazing.

**The Devil's Own Luck:** People often identify good luck with winning the lottery or finding a hundred dollar bill on the ground, with having things just fall into your lap. This is a more everyday sort of luck, though you have a smidgen of the other sort, too. It's the sort of luck that, if it were less influential, would be so subtle as to be hard to point out as existing at all. You'll be somewhat luckier at gambling and score critical hits and suchlike more often, of course, but mostly it's just a smoothing out of the bumps in your life. It's a steady stream of good days, with bad ones few and far between. It's an assurance that random chance will never work against you or those you care about. It's the absence of any lucky breaks for anyone working against you. It's something hard to see in anything but the abstract, but it's unmistakably there, nudging all of the events in your life to be just a little closer to how you'd prefer them.

**Super Sensory:** The power of your senses is beyond human. You're able to see the entire electromagnetic spectrum, and your vision does not degrade with distance; your perceptual

span extends to your entire field of view, not limited by where specifically your eyes are pointing. Your ears are as sensitive as a bat's, and your range of hearing is vastly expanded, letting you hear everything from 10Hz to 120,000Hz. Your sense of smell is comparable to a dog's, and your smell receptors are adjusted so that everything, even normally odorless things like water, glass, or even light, have an identifiable scent. Similarly, even normally flavorless or impossible to taste things suddenly develop an identifiable and distinctive flavor. Finally, your sense of touch becomes sensitive enough to detect the change in air pressure of someone breathing in the next over room. You need not fear being overwhelmed by how incredibly powerful your senses are, however, as your senses can never overwhelm you no matter how much information they subject you to, to the point that unpleasant things like bad odors or offensive tastes, or even pain, no longer trigger an instinctive negative reaction in you; you still probably won't *like* them, but they'll just be more sensory input, now, and not actively unpleasant. Not only that, but each of your senses is complex enough to identify individual inputs regardless of source, letting you track individual bullets in midair, pick out a set of footsteps during an explosion, identify by flavor and scent every single ingredient in the most complex dish in the world, and more. You even have a great sense of balance.

**Font of Magic:** Whether or not the people of this world are capable of magic or, if they are, even spend magical energy to do it, you have enough magical power to rival any old wizard, and can expend it to accomplish magical effects. Furthermore, the sheer depth of your magic tears apart lesser hostile spells and weakens stronger hostile spells that would otherwise affect you; as this defense is linked to your own stores of mana, its effectiveness is dependent on how much you have yet to use. Not only is there power and depth to your reserves of mana, but you find them refilling much faster than they should. Magical energy itself is easier for you to shape and craft than it has any reason to be, though that native talent should not be confused with a skill for it — unfortunately, any skill this Perk imparts is merely enough to ensure that you don't do something careless and blow yourself up; for all your power, you are an utter novice to the art of magic. With time and training, however, oh, what wonders you shall enact.

**Brimming With Life:** That's not just an expression, you know, not with you. You are able to utilize a form of energy called ki. Ki is the force of your life made manifest, generated with every breath, every heartbeat, every motion, everything that comes as a part of living. But while every organic lifeform generates ki to some degree or another, few, if any, generate as much as you do. Only a master of the art, having trained decades in the use of ki, could boast as having as much of the stuff as you, and once fully expended, they still could not regain it as fast as you can. Though, unfortunately, this Perk does not impart the training or skill of a master, nor any skill at all, really, beyond what it takes to not do something careless and blow yourself up. But even if you won't be capable of any of it right away, you'd probably like to know what you'll be eventually capable of, which really boils down to two things: spending it to enhance your actions — *any* actions, potentially, be they punches, breathing, or spells, maybe even, once you're very powerful and experienced, to the levels of feats only seen in myths and fairy tales — and affecting the ki of others to rejuvenate, strengthen, weaken, or even control or change them. You will, with intensive training, be able to improve how fast you generate ki and how much you're able to retain at once.

## 200-CP Perks

**Tank:** You were born to be a tank. No, not an army tank or a water tank — a game-style tank, focused around taking the enemy's hits so your friends don't have to. It's not necessarily that you're tough, though you very well may be — attacks and hostile effects just seem to have less effect on you. Swords nick rather than slice, fire merely burns rather than scorches, altered gravity has a fifth the effect on you that it should, and so on; it's pretty weird how resilient you are to everything, but it's exclusively beneficial, so who cares? It's not just a matter of being able to take a bunch of hits without going down, though — you know how to redirect strikes to do the least damage to you they can. And, somehow, you're not only able to enrage your enemies so they attack you rather than anyone else, but you're able to do the same thing to their attacks, drawing them towards you regardless of their initial target so long as you're within range.

**DPS:** That stands for 'damage per second', by the way. Something you're great at dishing out. You have a knack for using your powers and abilities offensively, such that you could use even normally non-lethal powers totally new to you to deadly effect, as if you'd practiced with them for decades. You can also do the reverse and use normally lethal powers to subdue an opponent with no long-term damage, should you need to take them alive. You not only have an intuitive grasp of what sort of attacks would be most harmful to a particular enemy, but you're able to spot weaknesses and chinks in their armor with ease; if that weren't enough, your attacks seem to actively seek out their targets — and their weak points, if they have any — of their own accord. Your attacks seem to move faster and take less out of you, sword swings ignoring air resistance and fireballs requiring less fuel. Furthermore, your attacks seem to at least partially ignore defenses; this means that they do more damage than they otherwise would, sure, but it also enables you to hurt people with what they're normally immune to, even when it doesn't make sense, poisoning someone without a body or burning a fire elemental.

**Support:** What you lack in durability or direct firepower, you more than make up for in supporting ability. You have a good head for tactics and leadership, the mental skills you need to control the battlefield, but that's the least that this Perk has to offer. You also have some unconscious control over the battlefield physically, as yourself and your allies find easy footing and your foes keep tripping over roots and uneven ground. Additionally, you have an aura spanning a hundred meters all around you, with two powerful effects. First: should you apply any buffing abilities to an ally within range, all allies within range get the same effect; so, too, for debuffing enemies. Second: even without conscious intervention, your allies find themselves the beneficiaries of minor boosts; it's not that they heal faster or are tougher or stronger, though they are, a bit, as a side effect — it's that they, along with all of their abilities, simply become a little better. To put it in D&D terms, it's as if nearby allies gain a +2 to all rolls. And for enemies, it's the reverse, as all of their efforts seem to be worth just a little bit less. These things are tiny on their own, true, but you'll find that they quickly add up.

**The Face:** Have you ever heard of Diplomacy? It's being so good at social interactions that it's basically magic. You're not quite *that* good, but a person could be forgiven for thinking so. Your ability is simple, but powerful: you always know just what sort of argument to use to persuade a

person. That's it. If you can possibly persuade a person to do something or convince them of a certain way of thinking, you will know the best argument to make, tailored to them specifically, and even have an idea of the non-verbal cues — body language, your voice's tone and pitch — that will help to convince them. You can use this to try to persuade a single person at a time, or you can put it to work on entire groups: perhaps you will not convince all of the members of the group in this way, but a majority almost assuredly.

**Rogue:** You are a master thief. You can pick a lock, any lock, in a fraction of the time it should take you. When it comes to stealth, there are few better: you just seem to blend into the background, making it easy for people to lose sight of you even when you're actively attacking them. If you aren't doing anything to draw attention to yourself, then it's all but impossible for a person to notice you unless they're actively looking, and even then, it probably won't happen without some form of enhanced senses; this ability can, of course, be toggled. This stealth effect seems to be especially effective on your hands, though; you can actually force the effect to recede on all of you except for your hands, using yourself as your own distraction as you pick a person's pocket with them none the wiser.

**Jack of All Trades:** There's a time for specialization, and there's a time for generalization. Whenever you're working to bring a skill or ability you possess up to the level of another skill or ability you possess, you'll find the necessary work taking a fraction of the time and effort. Additionally, you have, by default, at least a slightly above average aptitude in all mundane skills, talents, and fields, and you already possess the average professional's skill and knowledge in all mundane areas. You're not necessarily good at everything, but you're not bad at anything, and nothing that could be called a skill is barred from you. This effect applies not just to skills, but also to other, more natural qualities, such as strength or intelligence. It updates itself in future Jumps, too, dragging you up to meet the above average of whatever your species is in all respects; it includes vast outliers in its accounting as well, so if you go to Marvel, you won't be just slightly smarter than a normal person, not with people like Tony Stark or Reed Richards to skew the curve. This 're-averaging' never downgrades anything from its current level. There is nothing you can't do.

## 400-CP Perks

**Experience Booster:** It's not uncommon for a story to have its main character progress in power rapidly, far faster than anyone ever has. In the Gamer and the stories it inspired, this trope is actually built into the main character's power. You'll have access to that even without this, but if you're looking to make even that look like chump change, then this is the Perk for you, as whatever development or training you undergo becomes a hundred times more effective than it otherwise would be. You may purchase this multiple times, at a price of 200 CP each after the first purchase, with each purchase stacking additively, as opposed to multiplicatively.



**Progressing Difficulty:** It's very common for the amount of danger a character faces in a story, *especially* in games, to increase as the character grows in power. Similarly, you'll never face a threat beyond your ability to deal with unless you actively go looking for it. So long as you don't do anything rash, any battle you're in will be one where you have a fighting chance. You can even toggle on or off an effect to actively make it more likely for you to encounter enemies to fight and danger to overcome; never enough to put you at any real risk, but just the right mix of safety and challenge to push you to the next level.

**Take Your Time:** Some games have so many world ending threats you wouldn't believe. Life-extincting meteors, ancient and unstoppable dragons, angry gods, the works. But no matter how urgent the quest, the hero always seems to have enough time before confronting the big bad to do side-quests, collect items, grind, or just stand around and do nothing. So, too, with you. You never have to worry about deadlines or time limits. You can take a pause on any task to go do something else without fear of consequences. If you have a deal to write a novel, your publisher won't care if you finish it on time or not. If there's ten minutes until a bomb explodes, you can go do something else for years before coming back to deal with it, with just as much time on the clock. If your friends are, at this very moment, about to fight a vastly more powerful opponent, you can take as much time as you like before joining them at the beginning of the battle. Truly, a procrastinator's dream come true.

**Min-Max:** It can be fun trying to optimize your build to get the best stats, but if you're playing with others, sometimes it can take the fun away; it's something of a different case, though, when it's all real, and the difference between being optimized or unoptimized can also be the difference between life and death. Well, now you can optimize anything. You know what abilities you or others need to focus on training to get the best results. You know how to use each of your powers in the most efficient manner possible. But it's not just fighting ability that this covers — you know how to design systems to get the most use out of them for whatever given purpose, too, be it systems of government, organization, or something else.

**It's Dangerous to Go Alone:** Some foes aren't meant to be faced alone, and even a Gamer can't do everything by themselves. If there's a gap in your build, if you need a specialist, or even if you just want some company in the long hours of dungeon grinding, you'll find yourself meeting people with cohesive, complementary, and useful skill sets and abilities. People whom you'll easily get along with and grow close to, who will easily find their place in existing dynamics. You won't outgrow them, either, as any Companions or allies, even those you don't find this way, always manage to, if not keep up with you, then at least stay relevant in whatever roles they find themselves in.

## 600-CP Perks

**Hyperspecialization:** There's focusing in a few specific areas, and then there's this. Select a single skill, ability, power, Perk, whatever, so long as it's possible to improve. At base, two things happen. A: the chosen ability progresses as if you're training with it all the time, even when you're doing nothing; if you were to actively train with it, the rate of growth would be effectively doubled. B: the rate of growth and development for the chosen ability is multiplied by a hundred. Now, keep in mind that that's just at base — both of these boosts increase gradually but exponentially the longer you focus on a single ability. Give it a few days, and the rate of growth will be multiplied by two hundred; a month, and by a thousand. You can change what ability you're focusing on at any time, at the cost of resetting the accrued exponential boosts.

**Master of All:** Specialists focus on depth at the expense of breadth; generalists focus on breadth at the expense of depth. But what if you could focus on a single ability and have it benefit all of them? When you train one skill, ability, or power, that training and development applies not just to it, but to all of the skills, abilities, and powers you possess.

# Gamer System

Here is where you design the System that your Game runs off of.

You have a stipend of 1400 GP (Gamer Points) with which to do it. CP may be converted to GP at a 1:1 ratio, but GP cannot be turned into CP.

## **Uncapped** (Free)

It wouldn't be much of a Gamer System if it put the brakes on you after an arbitrary period, would it? You may now improve anything about you to any level with sufficient time and effort. You might still need other Perks or abilities to make such improvement *easy*, but your potential now has no real limits.

## **Integration** (Free)

If you already possess any Gamer abilities or game-related Perks, they are automatically integrated into this System free of charge, as are any such abilities you gain going forward.

## **HUD/UI** (Required/Free/-50 GP)

Really the only thing absolutely necessary to the Gamer. For free, you get a heads-up-display along with a basic and intuitive user interface in the form of little floating squares of light invisible to anyone else; whatever stats or settings you have, you can navigate to and view them with a touch.

If you choose to pay 50 GP, then not only is the UI tailored to you specifically, but you can direct it mentally rather than vocally or physically.

## **Miscellaneous Settings** (-50 GP)

Want to have background music? Subtitles? Cosmetic options? To be able to view the world from a third person perspective without compromising your ability to move and interact with things? This is the purchase for you. Any miscellaneous options that don't significantly affect game balance and could conceivably be found in a configuration menu are available here.

## **Gamer's Body** (-50/-100 GP)

One of the staples of the genre. For free, you have the body of a video game character. No matter how injured you are, your body's functionality isn't impaired. You are able to function at peak capacity on six hours' sleep, and you are able to cause yourself to fall asleep instantly.

When you sleep for at least six hours, you are completely healed and rejuvenated. Negative conditions such as illness, paralysis, or loss of limb are treated as negative status effects and also fade after six hours' sleep. You have no need to eat or drink for sustenance, and you may treat using the bathroom as entirely optional.

Game characters don't age! (At least, not usually.) For an additional 50 GP, you may prevent yourself from physically aging. Since this could be quite annoying if you're not yet at your preferred age, this effect may be toggled on and off.

### **Gamer's Mind** (-50/-100 GP)

Another staple of the genre. For 50 GP, you have the mind of someone playing a video game. You are immune to absolutely anything that might affect you mentally, be it external things like drugs or mind control or internal things like depression or insanity. No matter how powerful the effect, this ability cannot be bypassed. You don't suffer from mental exhaustion. Furthermore, you will always keep your cool and never be overwhelmed by emotion — this explicitly does NOT reduce your ability to feel emotion in any way, just enhances your self-control so that you're never overcome by it, no matter how intense.

For an additional 50 GP, you may selectively toggle this Feature's effects, such as temporarily or permanently removing your immunity to alcohol or drugs.

### **HP System** (-50 GP)

HP standing for 'health points'. The state of your physical health quantified. While you're completely unharmed, it's at full; as you get hurt, it will go down. If it goes to 0, it's because you've died. Depleted HP will recover over time. You'll see other people's HP floating above their heads.

If you've purchased **Gamer's Body**, then any injury you take, even if it's lethal, is instantly repaired so long as you have enough HP left. Additionally, unlike before, if your HP drops to 0, you won't necessarily die, though extra damage might still get you; instead, the instant regen will cease for sixty seconds and then your HP will begin to recover. HP will recover completely after six hours' sleep.

If you've purchased **Levels**, then when you level up, your HP is restored to full and its max amount is increased.

### **MP System** (-50 GP)

MP standing for 'magic points'. You have access to mana, the energy through which magic is enacted, and therefore you are capable of magic. MP can also be used to fuel abilities that require things other than mana, so long as they are not things that would be synonymous with

HP or SP, like life-energy. Is probably a requirement for the use of certain skills, magic ones definitely. Depleted MP will recover over time.

If you've purchased **Gamer's Body**, then depleted MP will recover completely after six hours' sleep.

If you've purchased **Levels**, then when you level up, your MP is restored to full and its max amount is increased.

### **SP System** (-50 GP)

SP standing for 'stamina points'. An extra reserve of physical stamina on top of your natural endurance in the same way that HP is an extra reserve of health. May be a requirement for the use of certain skills. Depleted SP will recover over time.

If you've purchased **Gamer's Body**, then depleted SP will recover completely after six hours' sleep.

If you've purchased **Levels**, then when you level up, your SP is restored to full and its max amount is increased.

### **Eat My Way to Victory** (-50 GP)

You may recover health and stamina by eating food; the more well-prepared the food, the more you recover. If the food is *really* well-prepared, it may even convey certain status buffs.

### **Mini-Map** (-50/-100/-150 GP)

For 50 GP, there is a 2D map in your HUD, filled in as you explore the area. This is, by default, always visible in the corner of your vision, but you may toggle it off, or you may navigate through the UI to have it temporarily take up most of your field of vision, and zoom in on areas as you please.

For an additional 50 GP, you may make the map 3D at will.

For an additional 50 GP, you may place markers on the map for future reference.

If you've purchased **Threat Cursors**, then the position of sentient beings is automatically identified as small arrows on visible portions of the map, an arrow's direction signifying which direction they're facing, and with different colors signifying whether they are friend, foe, or neutral — what colors, specifically, are up to you.

### **Threat Cursors** (-50 GP)

The **Levels** option below gives you a good idea of how dangerous enemies are in general, but not how dangerous they are to you in particular; if you're immune to fire and heat, then a Level 23 cryomancer could be more of a threat to you than a Level 56 pyromancer. To remedy this, you'll see cursors floating above people's heads, with a spectrum of colors signifying how dangerous they are to you specifically. You may choose what colors the spectrum is composed of.

### **Levels** (-100 GP)

You begin at Level 1. You earn experience (EXP) by defeating things, more if you kill them, and once you earn enough, you level up. When you level up, you are completely and totally healed and rejuvenated. You can see a person's level, a rough indication of how dangerous they are, floating above their head, so long as it is not at least 50 above yours. There is no level limit, but the higher your level, the more EXP you'll need to reach the next one.

This is admittedly not that useful in and of itself, but becomes very useful when combined with other options.

### **Attributes** (-100 GP)

Statistical measurements of your attributes, the classic examples being strength, dexterity, vitality, intelligence, and wisdom. Attributes may be improved through training them, though the higher they are, the harder they are to improve this way; there is no hard limit to how high they may rise.

How many attributes you possess is up to you, but each attribute must be reasonably powered (no God Stats), cover roughly the same amount of things each, and be at least possible to argue as being equal in how useful they are. See notes for example attributes.

The rating at which an attribute starts takes into account any pre-existing boosts you might possess; purely mundane, non-Perk-enhanced attributes begin at 10.

If you've purchased **Levels**, then when you level up, you gain a fixed amount of attribute points (one less than the number of attributes you possess) that you can spend to improve attributes.

### **Skills** (-100/-200/-300 GP)

For 100 GP, any ability or skill you possess becomes a Skill, with a skill level, increasing in power and efficiency as it levels up, done by gaining enough experience, which is gathered by using the skill; Level 1 is maximum inefficiency, while Level 99 is the maximum efficiency you could normally get — you can go even beyond that, though, with no hard cap to how high a

skill's level can be. The higher a skill's level, the more experience required to get it to the next level. Generally, the more powerful and useful a skill, the slower it is to level up.

Any powers, skills, or abilities you already possess are automatically converted into System skills. You may gain new skills by performing relevant actions; for example, throwing a knife might earn you the skill 'Knife Throwing'. Skills will not deteriorate with time or disuse.

For an additional 100 GP, once a skill has reached Level 99, it may 'prestige', granting you a similar but much more powerful skill at Level 1 without taking away this one or, occasionally, traits, if you've purchased the option. Prestige skills may themselves prestige. Prestige skills are especially difficult to level up.

For an additional 100 GP, you may 'combine' certain skills into a new one, without actually losing the ingredient skills.

If you've purchased **Attributes**, then upon raising an attribute to a multiple of 50, you will gain relevant skills, one for how many times the attribute is divisible by 50. Many skills will scale in power with specific attributes.

### **Observe** (-100 GP)

A unique skill that uncovers basic information about whatever or whomever it targets. Will uncover more information as you develop the skill. You may make it free or you may make using it cost something, with the benefit to the former being obvious, but the benefit to the latter being that the skill is easier to improve. Information regarding individuals significantly more powerful than you — roughly 50 levels' worth — is sparse.

### **Skill Books** (-100 GP)

Despite the name, does not require the purchase of **Skills**, though there is obviously synergy. If you come across an instructive manual, book, or even flash drive, you may gain access to the knowledge and ability contained within at a basic, comprehensive level. Your proficiency with these may be improved as you would improve any other skill. Many skills will require a certain amount of a specific attribute for you to be able to learn them.

### **Traits** (-100 GP)

Traits are any positive, unusual qualities about yourself that wouldn't really qualify as an ability or skill improvable through training or practice, ex. accelerated rate of growth, 1-ups, poison immunity, etc.

If you've purchased **Levels**, then the power of traits with a quantifiable effect will increase the higher your level is. Every ten levels, you will gain a new trait relevant to how you earned those levels.

### **Titles** (-100/-200 GP)

For 100 GP, you have access to Titles, which are, well, titles awarded for doing particularly noteworthy things. Each title confers certain abilities on you while equipped; 'Dragon Slayer', earned for killing one hundred dragons, might make you particularly adept at killing more of them. You may gain new, more powerful versions of titles you already have for doing similar but more noteworthy things; killing one thousand dragons might earn you the more powerful 'Dragons' Bane', for example. You are able to see a person's title floating above their head.

By default, you are only able to equip one title at a time, but if you've purchased **Levels** and pay an additional 100 GP, you may equip an additional title for each 25 levels you possess.

### **Inventory** (-100/-200 GP)

You have a pocket dimension arranged like a video game inventory. You can store an unlimited amount of things in it, provided each of them is something you can physically carry. Items in your inventory are placed in a sort of stasis, so that if you put a hot beverage or wet towel in it, the beverage will not grow cool and the towel will not dry; strangely, any watches placed in your inventory will keep up with the current time.

You also gain access to an equipment screen, from which you can equip yourself with items directly from your inventory without going through the hassle of taking them out and physically putting them on.

By default, you are not able to store living, sapient beings in your inventory, but you may if you pay an additional 100 GP, even if they are unwilling, provided you can actually get them in there. Inventoried creatures do not experience the passage of time.

### **Loot** (-100 GP)

If you kill something, you will gain money proportional to how dangerous the thing you defeated was. You may also gain items, sometimes magical, their power also proportional to how dangerous the thing you defeated was.

If you've purchased **Skill Books**, you may also gain skill books containing abilities relevant to the thing you defeated.

If you've purchased **Inventory**, you may have your loot appear in it automatically.

### **Quests** (-100/-200 GP)

For 100 GP, you may undertake quests in exchange for certain rewards upon completion, such as powerful items or notoriety.



For an additional 100 GP, you receive step-by-step instructions on the things you need to do to complete individual quests. If you've purchased **Mini-Map**, the mini-map will display the locations you must travel to.

If you've purchased **Levels**, quests will always award EXP, with how much depending on the quest's difficulty.

If you've purchased **Traits**, quests will occasionally award traits relevant to the completed quest.

If you've purchased **Titles**, quests will occasionally award titles relevant to the completed quest.

If you've purchased **Skill Books**, quests will occasionally award one relevant to the completed quest.

If you've purchased **Classes**, quests will rarely award a unique one relevant to the completed quest.

### **Achievements** (-100 GP)

If you achieve certain notable milestones (ex. having 99 skills reach Level 99), then you will receive achievements along with rewards commensurate to the achievements' difficulty.

If you've purchased **Levels**, achievements will always award EXP.

If you've purchased **Titles**, achievements will often award relevant titles.

If you've purchased **Traits**, achievements will sometimes award relevant traits.

If you've purchased **Classes**, achievements will rarely award a relevant, unique class.

### **Dating Simulator** (-100 GP)

Well, you don't *have* to use it for romance, but let's be honest, that's what Jumpers usually use it for. Your relationships with other people are quantified. When interacting with others, you receive conversational prompts, some good, some (sometimes very obviously) bad and to be avoided, with the presence of the latter decreasing as the relationship progresses. Relationships may become temporarily strained, but will not deteriorate with time, and you'll have to seriously mess up to make a relationship actively decrease.

Furthermore, relationships will always progress in a way that you are okay with; if you don't want to become romantically involved with a person, or even move on from acquaintances and become friends, then it not only won't happen, but it won't be something they desire, either.

This is mind reading and probability manipulation, NOT mind control.

If you've purchased **Levels**, then increasing your relationships with others will award you EXP, with greater amounts awarded for deeper relationships.

### **Karma Meter** (-100/-150/-200/-250/etc. GP)

For 100 GP, you will have access to a 'karma meter', measuring your position on a sliding scale between two opposite values; not necessarily 'good' versus 'evil', these values are entirely up to you so long as they are diametrically opposed. What you do and how you behave will affect your position on the scale, with each individual action's influence on the scale's position dependent on how extreme the action is. Whether you favor one extreme, the other, or the center between them, other people who share that alignment will be naturally predisposed to look upon you favorably.

You may pay an additional amount of GP to gain another set of opposed values for each 50 GP spent.

For an additional 100 GP, abilities strongly associated with the values you have selected will be boosted in power and effectiveness the closer you are to the extremes of those respective values on the scale, with certain commonly associated abilities being boosted while you are closer to the center.

### **Pause Function** (-100 GP)

You may pause and unpause time at will. You may not move or do anything but think while time is paused in this way, though you may still interact with the UI, and do things like look at and even adjust your stats and attributes. You may open your inventory, if you have one, while paused, but you may not put anything in it or take anything out of it.

### **Magic System** (-200 GP; requires **MP System**)

A mage's best friend. With the **MP System** and **Skills**, you become capable of picking up any magic spells you come across, but if you want something a bit more friendly to the System or are going to a world without magic, this is the purchase for you.

Built into the Gamer System is a magic system specifically designed for it. You start off with a bunch of basic spells, and as you learn more spells and grow more proficient with them, you'll automatically become capable of more advanced ones. The kicker? There are no arbitrary limits, no ranks of magic beyond which you can never advance; you will never stop learning.

### **Ki System** (-200 GP, requires **SP System**)

A fighter's best friend. Where magic manipulates and relies on mana for fuel, this option does the same for ki, also called qi, chi, or life energy, here represented by SP. Basic techniques

include enhancing your physical aptitude, but with enough training, you will be able to use it to enhance spells or even concepts, achieve feats of legend like parting an ocean or eluding death itself, or even manipulate the ki of others to strengthen, weaken, or control them.

You start off with a bunch of basic techniques, and as you learn more techniques and grow more proficient with them, you'll automatically become capable of more advanced ones. The kicker? There are no arbitrary limits, no ranks of ki manipulation beyond which you can never advance; you will never stop learning.

### **Crafting System** (-200 GP)

You can sacrifice certain items to create from them a greater whole. Craft potions, forge weapons, build battlements, and more. You may also break down items into raw 'crafting components' of appropriate rarity to the item being deconstructed, that can then be used to craft other items of appropriate rarity.

### **Gacha** (-200 GP)

Once per day, you may make a spin of the gacha, winning a random amount of money, a randomly useful item, or, depending on your purchases, levels, attribute points, skill books, titles, traits, or unique classes. Sometimes you may even win extra gacha spins.

The range for how valuable the possible rewards are is immense, but the average will always be slightly useful to you, no matter how powerful you are, and no matter how worthless, will never be something negative. On some days you will win a stick, on others the Infinity+1 Sword. As this feature is entirely dependent on luck, who knows how it would be affected by something like a luck stat?

### **Store** (-200 GP)

There is a store accessible through the UI through which you can spend money to purchase useful items, as well as, depending on your purchases, levels, attribute points, skill books, titles, traits, unique classes, gacha spins, and temporary buffs/bonuses. Cost naturally scales with the value of the commodity in question. You may also sell or trade loot and items to this store.

### **Instant Dungeons** (-200 GP)

You may enter and exit 'IDs', or 'Instant Dungeons', at will. For flavor, you may have this be a creation and destruction of IDs, or you may have them already exist naturally, with this ability merely granting access to them. By default, IDs are barren reflections of the real world, and you will appear in it in the same location you enter it from the real world, and you will return to the real world in the same location that you exited the ID. You can bring others into the ID with you, provided they consent.

With practice, though, you can cause IDs to generate non-sapient monsters to fight and train against, and the more proficient you grow, the more powerful you can make the generated monsters; once you defeat enough monsters, a boss monster may appear. With practice, you can cause the ID to take the form of new locales like forests, mountains, tundras, or even D&D-style dungeons. With practice, you can even cause time to pass faster in the ID than outside in the real world, allowing for more efficient training.

### **Safe Zones** (-200/-300 GP)

Within each town, city, or settlement, there is a single building that qualifies as a 'safe zone'. For 200 GP, while within a safe zone, you cannot be harmed in any way, but neither can you harm anyone else, even if they're outside of the safe zone. Safe zones will always have at least one bed for you to rest in.

You may, at the beginning of a Jump, choose for any properties you own to qualify as safe zones, and they will not count towards a town's quota, but you may not change your decision at any point during the Jump.

For an additional 100 GP, safe zones are safe for everyone within them, not just you. If anyone is inside the building, they cannot be harmed, nor can they harm others. This will be considered merely a fact of life, and no one will find it particularly strange or out of the ordinary.

### **Fast Travel** (-200 GP; requires **Safe Zones**)

You may 'fast travel', from one safe zone to any other you've previously been to, effectively teleporting between them. This isn't quite instant, but it only takes a minute.

### **Party System** (-200/-300 GP)

You may invite others to form a 'party', though no more than nine people excluding yourself. Party-members may communicate to each other through text entered through the UI and will be automatically alerted when a fellow part-member is under attack. Party-members are not subject to friendly fire, and need not worry about accidentally harming one another.

If you've purchased **HP System**, **MP System**, **SP System**, **Mini-Map**, **Threat Cursors**, **Levels**, **Attributes**, **Skills**, **Traits**, and/or **Titles**, then party-members will automatically gain access to those as well for as long as they're members of the party. Any improvements to level, stats, attributes, or skills will be retained even after they've left the party.

If you've purchased **Levels**, then you can mess around with how experience is distributed among the party. For example, you could make it divided equally, divided according to level favoring those of a higher level, divided according to level favoring those of a lower level, or divided according to who did how much damage.

If you've purchased **Levels**, then you may pay an additional 100 GP so that each member of the party earns full EXP from any encounter provided that they contributed in at least some fashion to the defeat.

### **Guild System** (-100/-200/-250 GP)

You may invite others to join a 'guild', with no upper limit on members. You may send guild wide notifications from any distance. All guild-members may send private messages to other guild-members, and you may selectively grant and revoke the right for other members to send guild-wide notifications. You may design a symbol of the guild, which guild-members can automatically apply to any items they possess.

You may do administrative things like instituting a tax on money earned by all guild-members, setting aside the money gathered this way for purposes such as funding the guild's goals or buying guild-wide bonuses from the store.

If you've purchased **Titles**, then your guild may also gain titles from accomplishments of the organization as a whole, with any member able to equip them. You are also capable of assigning guild-only titles, which are supplementary titles that don't count towards the limit of how many a person can have equipped, and which award special benefits while acting in the service of the guild and its interests depending on their rank.

If you've purchased the **Store**, then guild-members may also access it, using their own funds or any guild funds to which you've granted them access.

If you've purchased **Party System** and choose to pay another 100 GP, then your entire guild gains the benefits of the **Party System**'s effects on party-members, except for experience sharing. For an additional 50 GP on top of that, guild-members may form their own parties for the purposes of experience sharing within the party.

### **Classes** (-200/-300/-400 GP; requires Levels)

For 200 GP, you have access to classes, ex. Bard, White Mage, Black Mage, Rogue, Barbarian, Knight, etc. Each class has a 'tree' of branching abilities that suit the class, and each time you level up, you may select one of the next available abilities on the tree to learn.

You may change classes at any time, retaining any abilities you've gained from them, at the cost of resetting your level to 1 for the new class, with the obvious cascading effects for things that rely on your level, like HP, MP, SP, or traits; if you switch back to an old class, your level will change back to what it was when you switched out of it.

For an additional 100 GP, you will retain the boosts to HP, MP, and SP even after switching classes, and traits will work based on the total levels you've ever had, rather than how many you currently have.

For an additional 100 GP, once you have enough levels in certain prerequisite classes, you will gain access to much more powerful 'prestige' classes.

### **New Game+ (-400 GP)**

Once either the Jump has ended or 10 years have passed, whichever comes first, you may choose to be sent back in time to the start of the Jump, retaining any improvements, powers, or items you have gained since then. This reversal of time also affects the Jump duration.

### **Save Slot (-400/-450/etc. GP)**

You can 'save' a point in time, to which you can return at will, and may do so automatically upon death. When you use a save, it is only your own mind that is 'sent back in time'; you do not retain any physical improvements you've made, and any Companions you may have do not travel back with you.

You may save new points in time at the cost of replacing the old one, and you can only have a single one saved. Once a save is used, it is deleted, and a new one cannot be made until either the Jump has ended or 10 years have passed, whichever comes first. Once you're no longer Jumping, whether because you've died, chosen to settle down, or Sparked out, this restriction is removed.

You may spend an additional 50 GP to gain an additional slot in which saves can be stored. This additional option may be purchased multiple times.

# Flaws

Flaws are a lot like Drawbacks, in that they give you extra GP to spend for each one you take. Unlike Drawbacks, Flaws are inherent to the System, and remain active even after the Jump has ended.

Flaws may be taken as Jump-only Drawbacks and award CP for half the listed reward.

## **Limited Inventory** (+50 GP; requires **Inventory**)

Your inventory has a weight limit — the total weight of all the items in it must not exceed the maximum amount you could lift naturally.

## **Limited Quests** (+50 GP; requires **Quests**)

You may not have more than 10 quests active at a time.

## **Cooldown** (+50 GP; requires **Skills**)

Any active skills you possess — that is, skills that must be deliberately activated to use — have a cooldown before they can be activated again. This cooldown will decrease as you level up the skill.

## **No Higher** (+50 GP; requires **Skills**)

A skill's level cannot exceed 99; once you get there, it's done improving.

## **Book Burning** (+50 GP; requires **Skill Books**)

The process of gaining access to the skill contained within a skill book dissolves the book.

## **Plugged Leak** (+50 GP; requires **Party System** and **Levels**)

If there's more than a difference of ten levels between the highest-level party-member and the lowest-level party member, then experience is automatically distributed according to who did how much damage.

**RNG** (+100 GP; requires **Levels** and **Attributes**)

Instead of getting a set number of attribute points when you level up and getting to pick which attributes you invest them in, you gain a random number of attribute points when you level up, and they are automatically placed in whichever attributes you made the most use out of.

**Inescapable** (+100 GP; requires **Instant Dungeons**)

There will often be certain conditions preventing you from leaving IDs until those conditions are met, ex. you can't leave until you've killed a certain number of monsters.

**Still Safe, Not a Zone** (+100 GP; requires **Safe Zones**)

Rather than having entire buildings that qualify as safe zones, you only gain the benefits of a safe zone while lying in a specific bed, of which there is only one in each town, city, and settlement.

**Monoclass** (+100 GP; requires **Classes**)

You are restricted to a single class, and you cannot switch out of it.

If you purchased the upgraded version of **Classes**, then rather than gaining prestige classes once you have enough levels in the prerequisite classes, you will automatically prestige into a more powerful class upon reaching Level 99 in your current one.

**Cast From Hit Points** (+200/+300 GP; requires **MP System** and/or **SP System**)

For 200 GP, any abilities you have that would require a source of fuel such as MP or SP instead are deducted directly from your HP, even if you didn't buy **HP System**; to use any of your powers with a cost, it'll mean hurting yourself.

For an additional 100 GP, this applies to even abilities without a cost.

**Sociopath's Mind** (+200/+400 GP; requires **Gamer's Mind**)

Remember when I said that **Gamer's Mind** didn't dampen your emotions, just gave you enough control to not be overcome by them? Well, unfortunately, that's not true anymore — for 200 GP, you can't feel emotions at any intensity significant enough to compromise your thought process.

For an additional 200 GP, you can't feel emotion at all unless it's very low-intensity or only in brief flashes.



Should this be taken as a Drawback, you can choose at this point whether your emotions towards the events of this jump remain this way or if you get to deal with the trauma all at once afterwards.

**Buggy** (+600 GP)

The System sometimes — not all the time, but sometimes — glitches. Text will be blurred. You'll dodge an attack but still be hit anyway. You'll be walking through an empty hallway only to become stuck in an invisible wall, sometimes an actual wall. You'll start walking, but you'll look like you're kneeling while doing it. Sometimes this will be beneficial, letting you do things like walk through walls, but most of the time it will just be annoying.

# NPCs

## **Player Two** (-50 CP per Import)

You may pay any multiple of 50 CP to Import one Companion for each 50 CP spent. Each Companion begins with 600 CP and 1400 GP. By default, your own System and each of your Companion's is not the same one.

## **It's a Party** (-200 CP)

You may Import up to nine Companions. Each Companion begins with 600 CP and 1400 GP.

## **Helpful NPC** (-100 CP)

A person native to this world who stands out in some way from everyone else. Will become great friends with you and would love to join you on your Journey.

## **Final Boss** (-300 CP)

A being of immense power, with all the abilities you might expect a video game's unfair final boss to have.

# Drawbacks

There is no hard upper limit to how many Drawbacks you may take or how much CP you may earn from them.

You may, if you wish, take a Flaw as a Drawback for half the listed reward.

## **Bloatware** (+100/+150/etc. CP; incompatible with **Speedrun**)

Whoever designed this game clearly did not know the meaning of the word “pacing”. The length of the Jump is extended by 10 years. This Drawback may be taken up to 9 times, but after the first only rewards 50 CP each time it is taken.

## **Zubat Country** (+100 CP)

There is a certain Zubat-esque enemy in this world. They are everywhere. They cannot be escaped. They are weak, but the sheer number of them is enough to ensure they are an annoyance, and as a result of being weak, they don't even offer much in the way of rewards for defeating them.

If you purchased **Instant Dungeons**, then no matter how proficient with the skill you grow and how powerful the monsters you're able to have the IDs create becomes, the vast amount of enemies you find in them will be these Zubat-esque creatures. Even if you create an empty ID, they will be there. Waiting.

## **Tutorial Sprite** (+100/+200/+300 CP)

Hey, hey, you pick this one! You should pick this drawback! Are you seeing this? If you are, you should pick this one!

For 100 CP, whenever you are in a position to use one of your abilities that you haven't used in this Jump before, you will receive a ping notification, and a window will open up in your HUD, with text explaining how to use the ability, even if — especially if — you already know how to use it. No matter how obvious it is. Even if the skill is jumping a foot in the air, it will instruct you on how to do so, and it won't contain any helpful tips for achieving a higher jump, either.

For an additional 100 CP, these notifications don't just pop up once. To make sure you know how to use the ability, you will get one of these notifications every time you use it. Every. Single. Time.

For an additional 100 CP, every time a notification appears, the “game” becomes paused so that you have time to view it. Every time. You can unpause at will, of course, but it’ll still get paused again sooner or later. Sooner. It’ll be sooner.

### **The Long Grind** (+200/+400 CP)

For 200 CP, any training or development of your powers, skills, and abilities will take ten times as much time and effort to achieve the same results.

If you have any training boosters, including **Experience Booster**, then you may choose to gain another 200 CP in exchange for those becoming inactive for the duration of the Jump.

### **Escort Mission** (+300 CP)

You’re stuck with someone or something totally weak and incapable of defending itself that *you* have to protect. If they die, it’s an automatic Chain-fail.

### **Dump Stat** (+400 CP; requires **Attributes**)

Select a single attribute. You cannot advance this attribute beyond 10.

You may select additional attributes to be restricted in this way; for each additional attribute, you gain 100 CP.

### **Starting Equipment** (+400 CP)

You are limited to starting equipment only; that is to say, the commonest, most mundane items of their type that would normally be available in the setting. You can equip other items, but when used by you they just won’t perform any better than a starting item would anyway.

### **Speedrun** (+400 CP; incompatible with **Bloatware**)

You’re only staying 1 year in this Jump, not 10. You’ll face the same amount of action, though, as all of the events that *would* have taken place over the course of 10 years are instead compressed into the one you’ll be staying. Good luck finding downtime.

### **Pacifist Run** (+400 CP; incompatible with **Genocide Run**)

You cannot kill anyone this Jump. You literally, physically cannot, not even if they’re an ID mob.

**Genocide Run** (CP reward varies; incompatible with **Pacifist Run**)

You must kill any non-Companion you catch sight of, immediately, without hesitation. Anything for those experience points, am I right?

The CP reward for this Drawback varies, and is equivalent to the CP reward of whatever Difficulty setting you chose; if you chose Easy, the reward is instead 100 CP.

**What, You Thought You Were Special?** (+400/+600 CP)

For 400 CP, it's not just you who has access to the Gamer System — at the time of your Insertion, everyone in the world gains access to it. Side-note: if you're Importing Companions, this means that both of you can contribute to the same System and reap the rewards, just so long as you're aware that everyone else will reap the rewards, too.

For an additional 200 CP, the Gamer System has actually been active in this world for a long, long time; there already exist a great many people who have been training with it for decades, and unless your rate of growth is enhanced in some way, you're unlikely to ever catch up.

No matter what, only you and Companions will have access to the **New Game+** and **Save Slot** Features, if you purchased them. Too many headaches otherwise.

**New Game** (+600 CP)

You lose access to the Warehouse, along with all out-of-Jump abilities, Perks, and Items, excluding those from any Jumps this Doc is applied as a Supplement to.

**Low-Level Run** (+600 CP; requires Levels; incompatible with **A Rival Approaches!**)

You will never advance beyond Level 10.

**A Rival Approaches!** (+600/+1000 CP; requires Levels; incompatible with **Low-Level Run**)

For 600 CP, there is a person out there who has access to the same Gamer System that you do. As you gain experience, so do they, and vice versa. Problem is, they hate you; they will do everything in their power to foil your every plot and scheme, tear down everything you have built, and, of course, kill you.

For an additional 400 CP, they gain experience as you do, but you don't gain experience as they do; you will always be outmatched.

# Scenario: The Sky's the Limit

## Prerequisite

- Have purchased **Levels**

## Requirements

You must become the very best, like no one ever was.

Depending on the Difficulty you selected, the highest level of a native to this world may vary wildly. But whether the most powerful person in the world is Level 25 or Level 250, you're going to have to go even higher.

To succeed in this Scenario, you must become the highest-Leveled person in the entire Jump.

## Rewards

The Gamer System effectively acts as an unlimiter, depending on the options you pick. But even if you don't have a hard cap to how high you can rise, there are probably a few soft caps. The higher your level, the more experience you need to level up again; same with skills levels. The higher your attributes, the harder it is to improve them through training.

Not anymore. Now, no matter how powerful you grow, it will always be as easy to improve as when you were weaker. It doesn't matter if you're Level 1318 — you'll still need as much experience to get to Level 1319 as you did to get from Level 1 to Level 2. It doesn't matter if an attribute is over 500 — improving it will take as much effort as raising it to 11 did.

You simply don't face diminishing returns, of any sort.

You also gain a CP reward equivalent to how much CP you gained for whichever Difficulty you selected; if you picked Easy, you get nothing — this is meant to reward the challenge of the Scenario being much harder the higher the difficulty is, and Easy provides no challenge.

# Scenario: Skills Aplenty

## Prerequisite

- Have purchased **Skills**

## Requirements

There are skills for just about anything. Knife-throwing, basket weaving, specific martial arts, driving, doing the dishes, etc. There are magical skills, too — blizzard and fire, thunder and sleep. You gain skills for performing specific actions, but even so, you'll probably need to seek out a few skill books, get your skills to prestige, and hunt down every skill you can to meet your quota:

You must possess at least 1001 skills by the end of the Jump.

You don't have to master them, they don't have to be above any arbitrary specific level, but even so, it's going to take a lot of work to acquire that many. Don't believe me? Try writing down a list of all the Gamer skills you can think of and see how far you get before running out of steam.

## Rewards

For the triumph of having acquired over 1000 skills, you become capable of creating more. You may, once per day, through a truly staggering expenditure of power, create a single skill as you desire. These skills may be anything from a new martial art to a new spell to Worm-style superpowers to even low-level reality warping. More powerful skills will obviously require far more power to create and use.

The skill you create may not exactly fit what you pictured in your head, but it will at least be pretty close.

Some things, such as skills that themselves grant powers and skills, as well as omnipotence, are banned for obvious reasons.

Other than that, go nuts. You've earned it.

You also gain a CP reward equivalent to how much CP you gained for whichever Difficulty you selected; if you picked Easy, you get nothing — this is meant to reward the challenge of the Scenario being much harder the higher the difficulty is, and Easy provides no challenge.

# End Choices

**Stop Playing:** You've had enough of this game, and you've decided to go home, all of your powers, abilities, Perks, Items, etc. intact.

**Keep Playing:** You've found your new favorite game and can't bring yourself to stop playing. You're staying here.

**Play the Sequel:** You're looking forward to the next installment in the series.



# Notes

## Example Attributes

These are all purely examples, and there are many more potential attributes out there.

- **Strength:** a physical attribute governing strength and lifting capacity
- **Dexterity:** a broader physical attribute governing coordination and speed
  - **Deftness:** a more narrow physical attribute governing coordination; how good you are at hitting things
  - **Agility:** a more narrow physical attribute governing speed; how good you are at avoiding being hit
- **Vitality:** a physical attribute governing health (HP), durability, and endurance (SP)
- **Intelligence:** a mental attribute governing knowledge and memory — ‘book smarts’
- **Wisdom:** a mental attribute regarding basic wisdom and good decision making — ‘street smarts’
- **Charisma:** a social attribute governing physical attractiveness and sociability
- **Luck:** an attribute governing how lucky you are; how often good things happen as opposed to bad, the value of loot you get from defeated enemies, how often you score critical hits, etc.
- **Magic:** a broader magical attribute governing all things magical; how powerful and effective your spells are, how resistant you are to magical attacks and effects, how fast your spells are, how much MP you have, how fast your MP regenerates, how good you are at shaping mana and even designing new spells, etc.
- **Resilience:** a defensive attribute regarding resistance to unusual effects such as extreme temperatures or altered gravity
- **Willpower:** a mental attribute regarding your own strength of will and resistance to mental attacks; probably not necessary if you have **Gamer’s Mind**, but might be useful if you had a Green Lantern Ring

**In the original manhwa and most of the fanfics it inspired, the attributes Intelligence and Wisdom related to magical power, and you could permanently increase your max MP through a skill called Meditation. But there’s no indication of any of that being true for the System you make anywhere in the Doc. What’s up with that?**

You can still have that be true, if you want. Personally, I found it a bit overpowered even considering how OP the Gamer ability is, I thought it made Intelligence and Wisdom too important and powerful relative to the other attributes, and I didn’t think it made much sense, which is why I excluded that in the Doc itself, but I couldn’t stop you even if I wanted to, so. Go nuts. You could even make other skills that improved specific other stats or attributes.

### **Can you merge titles like you can skills?**

It's not really necessary. Once you've done enough noteworthy things to earn two compatible titles, you'd automatically gain the sort of title you might get from merging them anyway.

### **Why 1400 GP instead of something round like 1000 or even 2000?**

While 1000 would be convenient, since it's the same as the amount of CP normally given out for Jumps, it wouldn't give you enough GP to buy all of the System features Jee-Han has in *The Gamer* without converting CP for it, and I wanted that to be something you could do. So I crunched the numbers to find out how much GP you'd need to spend to have all of the same options that he did, which was 1600, and then I deducted the 200 GP that you'd get for taking the same flaws as him. It's not nice and round, but it's just right in terms of function.

# Changelog

## v1.1

- Changed the title to a logo intended to resemble the logo of *The Gamer* manhwa, made using cool text generator
- Changed the GP stipend from 1600 to 1400
- Moved the Difficulty section to its own page
  - Changed it to not just being about difficulty, but also the setting's tone
- Weakened **The Devil's Own Luck** to be more in line with the other 100-CP perks
- Added the perks **Super Sensory**, **Font of Magic**, and **Brimming With Life**
- Edited **DPS** to let you subdue opponents nonlethally
- Clarified what **Jack of All Trades** does
- Let you purchase **Experience Booster** multiple times so that they stack additively
- Added a toggleable effect to **Progressing Difficulty** that makes danger easier to find
- Added the **It's Dangerous to Go Alone** perk
- Added the **Uncapped** and **Integration** System features
- Edited **Gamer's Body** to let you instantly fall asleep
- Edited **Gamer's Body** so that you don't have to eat or use the bathroom
- Added an upgrade to **Gamer's Body** that lets you halt your aging
- Made it explicit that **Gamer's Mind** is absolute and unable to be bypassed
- Added an upgrade to **Gamer's Mind** that lets you selectively toggle it
- Fiddled with **HP System** to make it clearer what exactly happens when you reach 0 HP
- Clarified that **MP System** can be used in the place of fuels other than mana
- Made it so the stamina quantified **SP System** is an extra reserve on top of your natural endurance
- Edited **Mini-Map** to clarify that you can enlarge it to take up more of your field of vision
- Edited **Mini-Map** to have a combo with **Threat Cursors**
- Added a more expensive option to **Mini-Map** that allows the placing of markers
- Edited **Threat Cursors** so that you may choose what colors the spectrum of threats is based on
- Edited **Attributes** to let you have as many as you want as long as they're equal in how much they measure and how useful they are
- Edited **Skills** so that skills could reach levels higher than 99
  - Added the **No Higher** flaw
- Edited **Skill Books** to make dissolving the book not a part of it
  - Added the **Book Burning** flaw
- Edited **Dating Simulator** so that relationships never progress beyond what you're comfortable with
- Edited **Dating Simulator** to have a combo with **Levels**
- Added **Karma Meter**
- Clarified that you can interact with the UI while time is paused with the **Pause Function**
- Edited **Crafting System** so that you may break down items for crafting components

- Edited **Store** to let you sell things to the store for money
- Added **Safe Zones** and **Fast Travel**
  - Added the flaw **Still Safe, Not a Zone**
- Edited experience sharing stuff in **Party System**
- Added **Guild System**
- Added a more expensive option to **Classes** that lets you retain boosts from higher levels even after you switch classes
- Reduced the price of **New Game+** and **Save Slot** to 400
- Added the ability to purchase **Save Slot** multiple times at 50 GP after the first
- Added the drawbacks **Bloatware**, **Zubat Country**, and **Tutorial Sprite**
- Added a more rewarding option to **The Long Grind** that nullifies training boosters
- Edited **Genocide Run** to have its CP reward dependent on the chosen difficulty setting
- Gave some examples of what skills the **Skills Aplenty** scenario could create
- Added a difficulty-scaling CP reward to each scenario