

# Sitcom

## CYOA

Pick a sitcom, any sitcom. A prominent location of your choice in that show is your starting location and you're a new member of the central cast. This world is entirely different region by region with slightly different rules, styles (particularly in humour) and types of people. Every mundane, terrestrial sitcom exists and is going on in this world, you yourself can flit from one to another (although you can choose to stay in your current plane) by going to an area associated with a specific show although the time period is likely to change as you do so.

For example you can go to Seattle and decide to enter *Frasier* and people will be relatively witty and clever and it'll be the 1990s, you can from there go to Philadelphia enter *It's Always Sunny in Philadelphia* and things will get markedly grottier but more modern. You could take a trip through New York and pass through *Friends*, *Seinfeld* and *30 Rock* or take the same journey and decide to just stay in one. You can bring people from one sitcom to another although they're unlikely to notice that they just went back in time or that the style of the place has totally changed.

Regardless of where you go it'll be a lot funnier than the real world (at least to somebody—there is no accounting for taste) and even random strangers will act like the supporting cast of whatever show you're currently occupying.

You are here for 10 years and events will progress at roughly the rate they do in their respective shows.

YOU HAVE 1000 CP

# IDENTITIES

*Choose an Identity and history in this world.*

*Choose any age that makes sense.*

*You may change gender for 50 CP.*

## DROP-IN

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*+No set of memories affecting your actions.*

*-No real history in this world.*

You're the new guy in town and will almost immediately have the opportunity to make good friends with the major players of the first sitcom you find yourself in. You may not be the funniest guy in this world but you provide a necessary everyman for the more outlandish characters to play off of.

## SMART GUY

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*+Very knowledgeable and likely educated.*

*-Bit of a know-it-all.*

You were a clever kid and excelled academically and you probably have a reasonably good job now. Fortunately for you your smarts never made you an outcast and you found some good friends with whom you still hang out. You are often thought of as the brains behind the operation.

## CHARMER

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*+Sexually attractive, romantic experience.*

*-Not necessarily good at anything else.*

As you grew up you realised the effect you tend to have on the opposite sex (as well as some members of your own) and quickly grew to use it. You have memories of a long and illustrious love-life so far (along with various comical mishaps) and in matters of romance you're probably something of an expert.

## ODDBALL

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*+Interesting past*

*-Disturbing memories and strange habits.*

You were a strange child and life has only made you stranger. You have a colourful and faintly ridiculous past that likely involves various strange professions and a great deal of living on the fringes of society. You found a group of relatively ordinary people a while back and they seem to genuinely like having you around.



# PERKS

*Your perks, skills and abilities.*

## ***Humorous***

You're naturally funny and are capable of fitting in with the best of this universe. You are also skilled at sizing up a room and knowing what will make people laugh.

***FREE***

## ***Laughter Track***

Your life has a laughter track that you can turn on and off. You can also decide who hears the laughter and have vague control as to whether it's canned laughter or seems to be a live studio audience.

***FREE***

## ***One of the Gang***

You are an established member of a group of friends or a family from a real sitcom and have memories of and close bonds with those people. Drop-Ins do not get the memories but easily ingratiate themselves as a new friend to such a group.

***FREE***

## ***Guest Stars***

You find that occasionally the people you meet will closely resemble and share some of the mannerisms of famous people of whom you are extremely familiar.

***50 CP***

## ***Unrealistic Living Arrangements***

Whether by haggling or dumb luck you seem to land incredibly sweet deals on the cost of your rent, food and utilities.

***50 CP***

## ***Where Everybody Knows Your Name***

You know how to foster a great atmosphere and you are nearly always able to either find or create an environment that feels well and truly like home to you and the other inhabitants.

***100 CP***

## ***Aspirational Workplaces***

You find that whenever you take a job you quickly become friends with your workmates. You also find that your colleagues tend to be a combination of likable pretty people and amusing misfits.

***100 CP***

## ***Family Ties***

You (on the whole) always have a good relationship with whatever family you have. This is not to say that there's never any drama but solidarity and fun always win the day no matter how outwardly dysfunctional you all seem.

***100 CP***

## ***I Kill Me***

You've got to make yourself laugh and luckily you do. You have the uncanny ability of thinking of and saying the sorts of things that you find extremely funny. Whether other people will concur depends entirely on their sense of humour.

***100 CP***

## ***Dyn-o-mite!***

You have a talent for funny turns of phrases that make people feel better. Even when things are looking grim a few choice words of yours will make sure people are having a good time.

***100 CP***

## ***I'm Coming For You Elizabeth!***

You are masterful at pretending to die due to a heart-attack and can trick all but true geniuses of the legitimacy of such a performance.

***200 CP***

## ***Where Do You Think We Are?***

You have the strange ability of making people incredibly sad when they're enjoying themselves with a few choice words.

***200 CP***

## ***Show About Nothing***

People will find you amusing and pleasurable company even if you don't really do anything to get that response.

***200 CP***

## ***It's Always Sunny***

You are not only capable of tolerating horrible people, disgusting places and unspeakable acts but you find that you actually thrive in such conditions. No matter how grim it gets you won't get depressed or stop working at full capacity.

***200 CP***

## ***I Know Nothing***

People will, bizarrely, always accept your proclamations of ignorance on practically any given subject unless they have seen unquestionable evidence to the contrary.

***200 CP***

## ***What'chu Talkin' 'Bout***

You are skilled in the art of casual interrogation and can get somebody to accidentally start spilling secrets with nothing more than an open, poorly articulated question.

***200 CP***

*Discounted Perks cost 50% of the full price.*

## ***Straight Man***

You are capable of externally presenting a calm, serious demeanour in the face of practically any circumstances.

100 CP  
FREE DROP-IN

## ***Referential***

Reference humour may seem lazy but you are a true savant when it comes to it. You retain vast amounts of trivia and know how to make use of it in genuinely funny ways, this ability also grants you a greater understanding of the popular culture you find yourself in.

100 CP  
FREE SMART GUY

## ***Looker***

You're an unusually attractive member of the human race.

100 CP  
FREE CHARMER

## ***That Would Be An Ecumenical Matter***

After learning a few technical terms you can successfully convince experts in a field that you know what you're talking about. For a while anyway.

100 CP  
FREE ODD BALL

## ***Heart of the Show***

The people around you tend to be affected by your emotional state - your happiness is infectious to those nearby, your confidence gives others a little more nerve and when you're sad others will be a little more sombre.

200 CP  
DISCOUNT DROP-IN

## ***Professional***

You have a job and you're damn good at it, whether you're a doctor, lawyer or stand-up you can easily make a very good living and you're a real expert in your field. You also find it a little easier to learn things in your chosen field.

200 CP  
DISCOUNT SMART GUY

## ***Eyyy!***

You're a cool guy - you can bang malfunctioning machinery to make it work and your jet-skiing abilities are downright ridiculous.

200 CP  
DISCOUNT CHARMER

## ***Giddy Up***

You have the strange ability of being able to persuade people to get involved in your schemes or projects, they may lose sight of why they're doing it and give up but as long as it's not too onerous they'll always be on board to start with.

200 CP  
DISCOUNT ODD BALL

## ***Everybody Loves ...***

You're consistently more popular than you used to be, even when such popularity is unwarranted. Those who like you will like you a little more, those who don't know you will be more willing to give you a chance and those who hate you will only dislike you immensely.

400 CP  
DISCOUNT DROP-IN

## ***Snappy Retort***

You are extremely quick on your feet, you have nearly always have something immensely funny and clever to say and your responses to insults and challenges are never less than withering.

400 CP  
DISCOUNT SMART GUY

## ***How You Doin'?***

You are remarkably good at seducing people and do so incredibly easily with little more than a few stock phrases or gestures. You are a well-practised lover as a result.

400 CP  
DISCOUNT CHARMER

## ***Slacker***

People don't seem to mind at all if you just don't pull your weight regardless of what situation you're in. If the apocalypse was happening and you were the only one who could stop it nobody would hold it against you if you were to sit in a hammock drinking beer instead.

400 CP  
DISCOUNT ODD BALL

## ***Protagonist***

Your life seems to follow narrative convention, this definitely doesn't make things less dangerous but does mean that events tend to conspire in ways that come across as vaguely contrived (and *usually* in your favour). An entry level job will tend to see you making it to CEO after a few years due to a series of unusual coincidences but you'll also have higher incidences of falling down wells.

600 CP  
DISCOUNT DROP-IN

## ***Plotter***

You're diabolically skilled in the art of planning and prediction, particularly when such predictions are based on the actions of other people. You can devise plans that seem to have massive holes in them and that rely on people in acting extremely specifically ways and they will nearly always go off without a hitch.

600 CP  
DISCOUNT SMART GUY

## ***Loveable Rogue***

You get around, people know it and simply don't care. People find your unfaithfulness (or the existence of your multiple partners) amusing rather than heart-breaking and when relationships do end they tend to do so under amusing circumstances. In matters of romance you'll find that things are basically always less work, are a great deal more relaxed and feelings don't get seriously hurt.

600 CP  
DISCOUNT CHARMER

## ***Fish Out of Water***

You can act outright bizarrely in even polite company and nobody would bat an eyelid - as long as you are not physically bothering people you'll nearly always get away with unconventional behaviour. People will tend to just see you as a humorous but harmless weirdo in such situations.

600 CP  
DISCOUNT ODD BALL



# LOADOUT

*Your living situations and belongings.*  
*Your Loadout is a great deal more luxurious if you take Professional.*

## DROP-IN

You do not own anything and have nowhere to live. You will almost immediately be given the opportunity to sleep on the couch of a character of your choice though.

### SMART-GUY



You have a clean and pleasant apartment or house, a comfortable couch, a large television and a great many books on various topics.

You have a reasonable amount of money set aside, a sensible car and some not entirely fashionable but comfortable clothes.

### CHARMER



You begin with a small and slightly unclean apartment with a disproportionately large bedroom, a chaise longue and an enormous and immensely comfortable bed. You also have some alcohol lying around.

You have limited funds but own an extremely expensive motorbike or car.

### ODDDBALL



You have an extremely lived in and messy house with incredibly varied items and objet d'art. There is a slightly strange smell in your house.

You have a tatty or extremely old car and your funds are tied up in various crackpot schemes and dodgy businesses.

# F.R.I.E.N.D.S.

For 50 CP you can import (or create) up to 8 companions and each will receive an Identity and any free perks. You may take canon characters as companions in their place although they do not get any Perks or a Loadout

You may instead pay 50 CP for one, 100 CP for up to 4 or 200 CP for up to 8 to import or create companions granting them an Identity and 600 CP to spend. You may decide upon the nature of your relationship with any companions created and they will have a personality, history and appearance of your description. They'll be there for you when the rain starts to pour.



# DRAWBACKS

*You may take drawbacks for extra CP.*  
*You may take up to 600 CP worth of Drawbacks.*

## *Do the Catchphrase*

You are extremely well known for an inane catchphrase you have come to despise. Everybody you meet will ask for you to do it for them, even your closest friends won't be able to resist asking you to do it from time to time.

**+100 CP**

## *You Got Some 'Splainin To Do!*

You speak (and think) in a thick Cuban accent and people often do impersonations of you in response to the things you say.

**+100 CP**

## *Axed*

Every sitcom you like no longer exists in this setting and has been replaced by something not nearly as good. You're going to see a lot of cheap knock-offs of famous characters and people behaving as if acting poorly. You'll also get the distinct, unsettling feeling that some of the goings on around you are down to editorial meddling.

**+100 CP**

## *Very Special Episode*

At least once a week (and sometimes several times in a week) you will wake up and you will have a Very Special Day. There's few laughs to be had and you'll have to tackle serious real-life issues like racism and drug use. You're generally angsty during these days and it all gets very mawkishly sentimental very regularly.

**+100 CP**

## *Back to Normal*

There's no progress here and each week sees you firmly back to square one. Relationships will last about a week, any skill you gain and nearly any relationship you start (other than those in the first week) will be wiped clean after a week (through amnesia or other unlikely circumstances).

**+200 CP**

## *Foreign Language Version*

Everyone speaks an incomprehensible language you don't understand (and cannot learn, although you can sometimes get the gist) and the vague titbits of humour you can pick up doesn't seem to translate well.

**+200 CP**

## *Never Nude*

You've got a rare syndrome, you can never psychologically tolerate being fully nude and will feel incredibly uncomfortable whenever you have to take off your pair of tight jean cut-offs.

**+200 CP**

## *Reruns*

You find that the same events play out almost exactly the same on an annoyingly regular basis. You cannot meaningfully cause things to deviate from these plots and you will hear the same jokes over and over again and be embroiled in the same hilarious misunderstandings every week.

**+200 CP**

## *Lowest Common Denominator*

This world is dumb, really incredibly stupid and you just can't get away from it. Incessant toilet humour, obvious slapstick, repetitive jokes, endless catchphrases and constant exposition over simple matters.

**+300 CP**

## *Ratings*

You are at the mercy of the TV execs and if you can't be entertaining enough you'll lose the jump. You will have to be consistently funny and entertaining (but not too clever - mainstream audiences don't like that), you will not be able to do anything too controversial and you will occasionally get memos to advise you to very prominently involve some product or other.

**+300 CP**

## *The Urkel*

There is an insanely annoying person that you despise and will be pretty much wherever you go. Worse still they will get more popular every day with everybody except yourself until they have vast legions of manic fans all spouting out their inane catchphrases wherever you go. You cannot hurt them and any attempt to hinder them in any way backfires horribly.

**+300 CP**

## *Off-Screen Death*

You are in mortal peril whenever you are not in the presence of (or on the phone to) a major character. If who you are with so much as walks out the room you will have a minute (during which you will be increasingly accident prone) to join them before you die in a contrived and ridiculous manner. No amount of durability or failsafes from other universes will be able to stop it from happening.

**+300 CP**

# FUTURE

*After 10 years you will be given a choice, regardless of your decision all your drawbacks will be revoked and you will keep your Perks and possessions.*

## *Honey, I'm Home!*

You wake up in your own home in your own bed.

OR

## *Next Time On...*

You decide to stay in the Sitcom world for the rest of your life.

OR

## *Change the Channel*

You move on to another world.

OR

## *Coming Up Next*

The jump is over but you feel like you haven't seen all you could, there are just so many sitcoms to cram into 10 years. Instead you decide to restart the jump. You will not be able to go from show to show anymore, instead being locked into a single show of your choice for the duration of the shows run. You gain a new relevant group for *One of the Gang*, can choose a new age and when you finish this you will be given the option of moving on, going home, staying here or taking this option again.

You do not gain further CP.

# Notes:

- Although you can go to sitcoms with supernatural elements you cannot profit from the supernatural from this jump in the long term. For instance while you could make a wish in ***I Dream of Jeannie*** following this jump any effect of such a wish will disappear once the jump is over. Any companions you pick up using the companion option will similarly lose any supernatural powers they had.
- Should the setting of a sitcom be a workplace or regularly feature a workplace you may choose to have a job of your choice at that workplace although you may only do this if you already have the required expertise to perform ably in such a role. (e.g. if you are in ***Scrubs*** you may choose to be a janitor (or any unskilled worker) at Sacred Heart Hospital, if you purchase the ***Professional*** perk or have suitably extensive medical expertise from elsewhere you may instead choose to be an intern or more senior doctor).
- As long as you are in the immediate proximity of or interacting with a major character from a sitcom you will not be in any greater danger than normal having chosen ***Off-Screen Death***.
- Cool cats don't trip.