

It's Always Sunny In Philadelphia

WIP Updated 7/3

Welcome to Philadelphia. A city of culture, commerce and great food. Unfortunately it is hard to enjoy any of that because depending on your decisions you may be embroiled in the affairs of a particular Paddy's Pub and it's proprietors. You may escape if that is your choice and go explore the world but know that it's largely uneventful and similar to modern day Earth with the one exception of this strange establishment. However before you go forward you're going to need some of these.

+1000 Rum Hams. If you have any left over Rum Hams you may store them in a fridge within your warehouse where they may never expire and be devoured at your leisure. As for your location, you will only ever appear in Paddy's Pub, where you go from there is up to you and you got ten years to pull off all the schemes you want.

Origins

The Warthog

You're a business savvy older person who oddly thrives while slumming it in garbage despite the untold wealth at your finger tips. If you so choose, you may replace Frank's role in the series entirely or enter as a business partner he has yet to screw over, for whatever reason you've invested heavily in Paddy's Pub. Age: Unknown

Golden God

You are the master of your own reality. A true genius, artist and a beautiful, infallible, sexual beast. Well, that's what you think anyway. You may replace Dennis or be born as Dee and Dennis' twin brother, either option making you a co-owner of Paddy's Pub. If the latter is chosen, you and Dennis may end up constantly attempting to one up each other or fall into gibbering madness soon enough. Enjoy. Age: Thirty-something

Bird

You're surrounded by assholes and sons of bitches. Why do you put up with this? How do you put up with this? Whatever the case, being a waitress here is going to be hell on your blood pressure. You can either take Deandra's place or you can be another waitress hired for the bar. Either way, due to your background's history for one reason or the other you start out as the butt of most of the Gang's jokes. Age: Thirty-something

Janitor

What a life you live. Surviving your own abortion and years of hard drugs and alcohol would make you an interesting person already but you go a step beyond in your eccentric mannerisms. You can either replace Charlie or be a second janitor for the bar. Age: Thirty-something

Bouncer

Dude, you're biceps and triceps are ripped. You are a one man army, a machine of danger and badassitude. You may or may not have repressed homosexual tendencies. You may take Mac's place or be a secondary bouncer/bartender at Paddy's. Age: Thirty-something

Drop-In

Well, I guess you're just you. No history with the gang whatsoever, you just show up in Paddy's one day. Well, there is a second option. You can either come in as a stranger or replace a member of the recurring cast. Cricket, Ponderosa, Jew Lawyer and so on. Age: Free pick

Perks

Discounts are 50% off and 100RH perks are free to their origin.

Warthog Discounted Perks

Trash Man (100RH)

It's the simple things in life. No matter how much money you have, your actual standard of living will plummet drastically. Even if you're a secret billionaire, you'll have no problem sharing a bed in a one room apartment. You can turn this on and off like a switch if you want to maintain higher standards but bare in mind that this would drastically decrease your daily spending. Also comes with light resistance to the negative effects of drugs.

Ongo Goblogian (200RH)

You have a bizarre way with people in different walks of life. When you make an attempt to blend in, even when it's over the top our outright offensive, you have a sort of quality that endears you to people and makes it much more likely to gain their trust.

Horrible Father (400RH)

Maybe you forced your kids to dig up their dead mom to prove a point or maybe you made your students spend time in the shadow zone to toughen them up. Either way, whether it be teaching or raising a kid, as long as you put the same effort in, your horrible methods will actually produce results similar to regular, not horrible methods. Your kids will be more or less functional and your students will gain progress despite your training consisting of chasing homeless people with water balloons full of urine.

"What's the action?" (600RH)

You know, there's a lot of perks out there that reward you or increase your prowess when you work on the behalf of other people. Well, this perk is different. You may now make bonus gains in power, wealth and other goodies, proportionate to how vicious and cruel you are to other people. Cut someone off in traffic? Save a little bit of extra time. Destroy an eco-system and ski resort to make a quick buck? Expect surveyors to find a little bit of extra gold in those hills. This perk also comes with enhanced financial savvy and manipulation in matters of commerce

Golden God Discounted Perks

Mr. Excellence (100RH)

You have an ego. A huge, insurmountable ego. Normally, this would rub people the wrong way or cause them to even force you to put your money where your mouth is but now you can gloat all you want and people won't seem to be negatively impacted by it. Those you wouldn't normally impress via your boasting will at worst be unamused by your strutting. Comes with a light resistance to the negative effects of drugs. (Ego is not a requirement or symptom of this perk)

The Looks (200RH)

You're a trendsetter and when it comes to looks, hobbies or fashion, people seem drawn to follow, especially those who looked up to you in the first place. This will easily make you the envy of anyone else attempting to draw sheep from your flock

The Legend (400RH)

No matter your appearance or social skill, you seem to still somehow attract lovers with surprising regularity. If you're just looking for a one night stand you'll be able to approach a stranger once every two days and succeed in coaxing them into bed. For whatever reason, these individuals seem to disappear shortly afterward from your life. If you're looking for a friend or something long term, it'll take you a little more time but as long as you take the effort to regularly talk and speak to them and you're not outright malicious, they'll quickly grow a soft spot for you.

Weaponized Emptiness (600RH)

Some people are just so damn content and willpower only gets you so far. At a whim you can enter a state of desperate emptiness that feverishly drives you to accomplish your goals. It may not be willpower but it certainly comes with similar benefits with some other bonus upsides. On top of the never ending drive to accomplish your goals, being a hollow human being searching for something to fill the void will also cause you to make unpredictable and extremely inventive schemes and plans to do so. This is functional on many levels from combat to running a business, the only issue is that you are severely depressed while in this state. Mind you the depression won't cripple you but it's still a shitty feeling.

Bird Discounted Perks

The Aluminum Monster (100RH)

Sticks and stones... Names and words bounce off of you like rubber. No one will ever bother you by pointing out your weight or weird bony features ever again. Although, this effect does not extend to legitimate criticisms of your character. If someone really wanted to, anyone with a wit exceeding that of a fifth grader and a cursory knowledge of your flaws may still be able to levy a case for why you're a piece of shit and still hurt your feelings but at that point it may be justified. Comes with a light resistance to the negative effects of drugs.

The Useless Chick (200RH)

You have a level of control over how you're seen in relations with other people or groups. For example, let's say if you help hide a body for the local drug dealer and are heavily immersed in the local crime rings. Well, you can opt for authorities or rival gangs to see your role in groups opposed to them as downplayed. You go from being an accessory to a hapless witness who happened to be friends with the killer. Or you go from being the person who started a looting riot to a poor person who got mixed up in the frenzy and was trying to survive.

"You God Damn Sons of Bitches!" (400RH)

Your friends can be careless with your stuff when they borrow it, such as taking your car and driving it into a pole immediately after starting the engine. With this perk, any damage your allies do to your equipment is covered by a free insurance agency which collects the broken item and replaces it with a new one in a day. Also you tend to get good, convenient insurance policies in general.

Desert Rose (600RH)

Regardless of any actual talent, agencies and managers seem to seek you out for a multitude of entertainment based careers. If you perform open mic or on the street there's now a very likely chance you'll come across someone with an offer interesting to you. Not only that but you tend to find your way into VIP events with little effort. This does not extend to your friends in the slightest. Also you may choose to be comfortable and assured with yourself on a whim, effectively eliminating your insecurities.

Janitor Discounted Perks

Bird Law (100RH)

You gain a keen knowledge of all legal matters pertaining to birds and by extension a vast font of knowledge on birds as it pertains to matters of law. This updates and grows as you go from jump to jump, thus automatically starting with more knowledge on Bird Law each and every time. Comes with a light resistance to the negative effects of drugs.

Rat Basher (200RH)

You are eerily adept at the capture and elimination of vermin, which is classified as any insect or rodent. To be straight forward, your combat prowess with these things doubles, you hit harder, faster and more accurately when faced with these pests. This comes with the ability to track and locate them. You're also a competent janitor but way more competent at making a place seem clean when it's actually a food safety nightmare.

Dirtgrub (400RH)

The world is full of treasures, it's just some people may not recognize them. You can find uses or personal value in junk and garbage and seem entirely immune to any viruses or contagions contracted by ingesting expired or dirtied food. Also for whatever reason, if someone goes back in time to kill or abort you, you will be ridiculously resilient to the attempt.

Factotum (600RH)

Perhaps you were born with it, maybe it was an experimental drug? Regardless of the cause you have patchwork knowledge that defies logic and explanation. At entirely random intervals you may gain a keen insight into a subject you logically should never have come across. For example, let's say you hear someone speaking Druidic and partially understand them because despite never learning the language, it sounds oddly similar to when you sing to yourself in gibberish in the shower. You basically have a Deus Ex Machina waiting in your brain, that will activate randomly when presented with a problem.

Bouncer Discounted Perks

Putting on Mass (100RH)

It's not fat, it's muscle. Or, at least it acts like muscle. Should you choose, any fat on your body seems to enhance your strength like muscle would. It's a one to one ratio so twenty pounds of fat is equivalent to twenty pounds of muscle. Comes with a light resistance to the negative effects of drugs.

Woosh (200RH)

For reasons unknown, whenever you make wooshing noises or vocalize sound effects, you can increase the efficacy of any physical action you take. The only downside is there is no exception, you must make the noise in order to gain the buff and there is literally no way to make it seem cool or any less sad.

Ocular Patdown (400RH)

When looking at a person you're immediately aware of any weaponry they have on them or have immediate access to. Even if they have a hammerspace full of weapons you're aware of each and every one. You're also aware of how to disarm them in the most efficient manner.

Sheriff of Paddy's (600RH)

You're a bonafide bad ass. You do all of your own stunts and never be damaged by a stunt you intentionally performed yourself, like jumping out of a flaming building and rolling when you hit the ground. Your presence also keeps the peace within an establishment, the only exception to this is if someone comes to seek you out and fight you personally. Even then you can throw down as you're a black belt in Karate. What kind of Karate? Hell if you know, but it's based around 80's action movies and the most bombastic tactics while remaining as effective as any high-end martial art.

Drop-In Discounted Perks

Who's Running The Bar? (100RH)

For whatever reason, whatever business you own seems to stay afloat regardless of whether or not you're there, even if you're the only employee. When you are not present and there's either no one there or the people running it in your absence are incompetent, the success of the business will switch into auto-pilot where it will only be making enough to sustain its own existence but not offer you any profit. Comes with a light resistance to the negative effects of drugs.

Rickety (200RH)

When some people fall, they get back up, others just stay down and lastly there are those who fall off a cliff, into a bottomless pit full of used heroin needles and the razor sharp shards of broken dreams. You now have the supernatural power to prevent the latter from happening in yourself and others. When something sets you back, you may recognize how you might make the situation even worse and learn to avoid those actions while gaining just enough willpower to do so. It won't give you the answer to solve your predicament but you'll definitely know that maybe doing meth is not such a good idea after the other drugs don't cut it. This power can extend to anyone you desire and have at least one small bit of physical contact with, like a handshake or hug.

Harvard (400RH)

You're an actual, lawyer. Not just law about birds either. While this won't grant you the skill or charisma to sway a court room, you do have the only power that **SHOULD** matter in court. You have an extensive, encyclopedic knowledge of the law. All legislature and legal matters in any given setting you inhabit are constantly updated in your brain as changes are made to them. Now if you just have the know-how to apply said knowledge then you would be a force to be reckoned with. Oddly enough you have a lack of knowledge when it comes to Bird Law.

Straight Man (600RH)

You are a legitimately well adjusted person. This may seem boring but this lack of neuroses comes with an exceptional benefit. Regardless of the person, of how dysfunctional or handicapped they are, you can play off of them mentally and physically to the point where you both obtain the maximum potential through your interactions. Basically this makes you the ultimate team player and this extends to your companions so that no matter how different they are, they'll bring out the best in you and each other. In fact, the more diverse or wacky, the greater the effect.

Items

Discounts are 50% off and 50RH items are free to their origin.

Warthog Discounted Items

Money (50RH)

A cool hundred grand in your bank account or in cash in your warehouse if you so desire.

Toe Knife (100RH)

A knife you can use for grooming yourself. Oddly enough, if it cuts you, the wound will never be infected. However, if it cuts someone else, it'll be about twice as infected as it'd normally be, twice as fast.

Revolver (200RH)

You seem to always have it on you, .45 caliber and if you're stripped naked, you can somehow literally pull it from your ass. This process won't harm you but it's still uncomfortable.

Lamborghini Countach (400RH)

An invincible Lambo that seems to withstand any crash. Mind you, the passengers can still scramble from the impact on the inside but the car itself will be totally fine.

Atwater Capital (600RH)

It might be a zipper, goggle and angst selling business in an anime jump or a space ship gas station chain in a sci-fi jump but it stays roughly the same in productivity without your involvement. Should you choose to invest time and money wisely it will continue to grow even as it transitions through wildly different markets. That's right, you get your own company which follows you from jump to jump. Should you decide for whatever reason to liquidate the company, it will turn a massive one time profit for you, however this does remove it for the duration of a jump and resets it's value when you move on.

Golden God Discounted Items

Crack (50RH)

You gain a great sum of crack that is able to last a hardcore addict for a month. Once expended it will take two months to respawn. If purchased with Crack under the Bird Section then it will respawn once every two weeks.

Impeccable Wardrobe (100RH)

A constantly updating wardrobe, mostly tending towards business casual but has a good selection of formal attire as well. It will adapt to any given setting or culture but will tend towards higher end, upper middle class sort of wear.

Camera System (200RH)

Chances are, if someone is within your home, they are being watched. Well, this advanced camera system inexplicably can get any angle within your home. This has many security applications but you can also get upskirt shots of anyone who comes in.

House Boat (400RH)

A cruddy House Boat which never seems to stay sunk and always finds it's way back to you. On the plus side, if you turn on the wacky, arm-flailing tube man, it will somehow start a party post-haste. This party may include any of your past companions or acquaintances, however upon leaving the vessel they will vanish. And once said party starts, nothing truly productive can take place on board, nothing that furthers your own goals beyond the ship will be possible with the amount of partying that will be done. Perfect for unwinding and... Implications.

Chardee MacDennis (600RH)

Game of the year, game of all years, game of games! This "Board" game will test your enemies, allies and strangers you forced into playing it. It will break their psyche and reforge them in the fires of being totally smashed while undergoing, physical, mental and spiritual duress. Those involved with playing the game will be forever changed upon completion. Warning that playing this game too much will result in even those with the strongest willpower being reduced to puddles of neurotic, insecure trash, incapable of functioning. Why the hell would you want this Hell Gauntlet? It's actually good for training, being guaranteed to push every aspect of you to the limit in one game. The challenge is finding players who can augment or match up to the task.

Bird Discounted Items

Crack (50RH)

You gain a great sum of crack that is able to last a hardcore addict for a month. Once expended it will take two months to respawn. If purchased with Crack under the Golden God Section then it will respawn once every two weeks.

Awkward Back Brace (100RH)

This weird contraption keeps your back straight. Also it has a forcefield which makes the opposite sex much less likely to hit or damage you.

Techpocalypse (200RH)

An extremely satisfying, in-depth and well-designed mobile game which has literally every genre of gaming you enjoy rolled into one, set in a post-apocalyptic future. The game's community is dynamic and challenging and it's over all a great time killer. It seems every universe from now on has Techpocalypse servers up and running and already a long standing community, luckily your progress on the game doesn't reset with every jump.

Comedy Club (400RH)

You don't really own this comedy club but it does follow you from jump to jump. The owner seems to take a great liking to you and will always make a slot available for you when you're interested in performing whatever show you want, even if it's garbage. The Audience and Bar seems to have several of your old friends and companions from previous jumps, ready to comment on your material. Other than that, they seem to vanish after you leave the building and can't seem to meaningfully effect anything on the outside.

Syndication (600RH)

In any jump where there is television, you may automatically will yourself into having a show deal with one of the major networks. You are always guaranteed one hundred episodes with complete creative freedom, however you must provide the budget and after the hundred episodes, executive meddling and ratings may start to weigh on you.

Janitor Discounted Items

Inhalants (50RH)

You have a random batch of chemicals that restock every two months along with a handy dandy guide on what inhalants to make and how to mix them. The book only provides combinations for getting high and updates to incorporate exotic materials every jump.

Night Crawlers Blanket (100RH)

Standard Issue, Tournament Regulation blanket for use in Night Crawlers. Has many interesting smells and also perfectly insulates you and stays at the perfect comfy temperature should you use it to actually sleep.

Dream Journal (200RH)

Whenever you experience a dream, drug trip or anything similar, the details of the experience are cataloged in abstract form here in this journal. Upon review you remember the details of these experiences perfectly and if you already remember them perfectly you can study this and gain further insights into yourself or any situations you are currently dealing with.

Rat Basher's Bat (400RH)

This bat duplicates the effects of the Rat Basher perk. If you have both the Rat Basher's Bat and the Rat Basher Perk then this bat basically becomes the bane of anything insect or rodent when in your hands, increasing your effectiveness in eliminating and tracking pests of this nature by ten times over.

The House From UP I guess (600RH)

Yeah, go figure. You get the house from UP, the Disney movie. You perfectly control it's altitude and it can fly up to speeds of sixty miles per hour. It's much sturdier than it was in the movie and regenerates any and all damage once a month. Also magically stabilizes any romantic relationship you may have if you move in with your significant other. Great for raising a family.

Bouncer Discounted Items

Lube (50RH)

It's not clear whether this is silicone or water based but it is functionally the ultimate, multi-purpose lube. You have a liter which respawns once per month.

Patdown Shades (100RH)

You can perfectly obscure any emotions you may be having with these glasses. Also they do not impact your vision negatively, even when worn inside.

Karate Trophy (200RH)

Should anyone ever doubt your skills in a given talent, you may produce a trophy from your Warehouse which is identical to any real trophy in the world that you choose. Mind you, you still could have bought it online but that wouldn't explain your name being perfectly engraved on there. Hard to argue with a trophy. Makes for a good blunt weapon when all else fails.

Bible (400RH)

So long as you carry this Bible, your arguments may supersede any logic levied against them. Science and common sense fall to the way side as you appeal to the hearts and minds (mostly hearts) of the people. Also, you may sacrifice this Bible once per Jump to absorb a fatal blow.

Lethal Weapon 5 (600RH)

Once per jump a new movie is made, using a cast of your favorite friends, enemies and companions from your adventures. It can be copied and sold but typically goes for bargain bin pricing as the effects are cheap and the acting is often cheesy. These movies are great for getting cozy or even getting hyped over when you have a house party. When a new movie is made, you pick the genre, the rating and the characters involved, other than that, it's out of your hands.

Drop-In Discounted Items

Paddy Bucks (50RH)

You gain two hundred grand in Paddy Bucks which is currency that can only be spent at Paddy's Pub.

Paddy Wagon (100RH)

A horrible looking black van with green spray-paint on it that vaguely resembles a clover. Other than that, it's actually a good vehicle which has a fully functional bar that restocks once a month and a gas tank that runs on cheap beer and urine. Somehow drinking in public around this vehicle somehow becomes more legal than it'd normally be in some places.

Pocono Swallow (200RH)

A bloodthirsty bird which possesses human level intelligence and has a taste for human eyes. Will listen to your commands to the best of it's abilities but excels in the removal of human eyes. May not be improved upon in anyway, aside from teaching complex tricks.

Cat Surgeon (400RH)

In every jump, you'll have a card and a good standing with a talented, experimental plastic surgeon. They have a talent for transitioning humans into animals and vice versa, capable of full transitions and leaving the patients anywhere between in the process. This doesn't mentally change the patients so you could end up with a guy who has donkey brains. The process takes a week in total and if you have no one for them to work on, you can give them the greenlight to just keep working, making weird people/animals a recurring theme in the current setting.

Law Firm (600RH)

You now have a Law Firm that follows you from jump to jump. If you knew any lawyers in any previous jumps, you may hire them for your law firm. Note that they won't be able to join you on wacky adventures or benefit you in anyway other than their legal expertise, the revenue from their successes and maybe some rounds of golf or office parties. Got a parking ticket? Don't worry, Matt Murdock will get you out of it. Slip on a department store floor? I hear Harvey Birdman is willing to carry out the lawsuit pro bono.

Companions

Import (50-300RH)

You may import Eight companions who get a free background and double the CP you spend here. As stated in the Backgrounds they may take roles of different characters in the cast.

The Gang (400RH)

Paddy's Pub now follows you from Jump to Jump as well as the gang. Due to the nature of the bar and it's inhabitants, they hit a pseudo status quo. Sure events happen and they can recall them but physical changes to the gang or any extreme changes in dynamic smooth over within a week's time tops. Because of this, they don't take up a companion slot and are not available to be imported for the sake of gaining perks or benefits, if they did they'd probably waste them anyway. The Pub may also attach to your warehouse or just pop up in the jump. Recurring characters from the show also semi-reliably show up from time to time.

Drawbacks

Up to 600RH, 800RH If Dog Gangbang is chosen

Illiterate (+100RH)

You simply can't read and also your vocabulary is reduced by half. You'll never learn how to spell or write in your time here but you will insist that you absolutely can read, much to the chagrin of anyone who interacts with you.

Waitress (+100RH)

You now replace the Waitress' role within the show. You have an aversion to the bar and their antics plus Charlie is pretty creepy on you. Regardless of your thoughts on Charlie now, you will rightfully find yourself repulsed as he stalks you and interrupts your otherwise normal life.

Cats Are Magical (+200RH)

You have a dead tooth which will never go away and smells awful. Also, you look very unsettling and have an obsession with transitioning into a particular animal. You'll never achieve this dream and the more work you do to obtain it makes you more sad and more creepy.

Jew (+200RH)

For whatever reason, no one seems to trust you. Even your own companions think you're a bit shiftier and greedy. It probably doesn't help that every time you see gold or a bill that's over twenty dollars, you start involuntarily hunching over and wringing your hands while staring at it.

McPoyle (+300RH)

You are a member of the McPoyle family. You are compelled to attend any family gatherings and have a strong inclination towards incest, being sweaty and yelling for strange reasons. Yes it is possible to both be a member of the McPoyle family and take up another role on the cast.

Crack Addict (+300RH)

You'll do anything in your power to get more Crack. Crack basically takes up most of your thought process and no amount of Crack will ever truly sate you.

Dog Gang Bang (+800RH)

You have to live the entire life of Matthew Mara. Not just ten years, I mean from birth to grave. You don't have access to any perks here or elsewhere, you just simply have to experience the hell of being Rickety Cricket and having all of his memories afterwards with very little willpower or self control in place to save you from his fate. Once Cricket dies, you're free to start the ten years normally.

Moving On..

Stay-

Should you stay, you get an extra 600RH to spend to do with as you please.

Go Home-

If you want to go back, you get the recipe to make infinite Rum Ham. Perfect for chilling on the beach.

Go On-

You ride off like country Mac into the sunset, on your next big adventure.