

Property of:

JUMPERS

SURVIVAL ROLEPLAYING IN THE INFINITE MULTIVERSE

Sample file

To whomever is reading this, my name is Anton. I found this book in my many travels through the multiverse - it is a rulebook for a role-playing game called Jumpers. While a number of the rules, as well as the explanations of Jumpers and jumping, are wildly inaccurate, there is enough content here to give any Jumpers a good idea of what is happening to them. Throughout, I have added notes about the topics included, with my personal take on each subject. Take my advice, as it comes from someone who has been doing this longer than you. I hope it can help you - maybe, it will even save your life some day.

Yours,

Anton

Anton was a dick and an idiot. some of his stuff is useful, but most of it was utter bullocks. my stuff is better. it wont get you killed like his stupid comments about magic.

Yours,

a bloke who is not as much of an asshole as Anton... Git.

ps - there is some other stuff in here not from me or douchebag. however, if it is scratched out or covered up, it isnt important

For Jessica

In hopes that, one day, she'll read this.

Love, come back to me.



P

YARR!

Prickly Pear Cactus
Hey!

Pirate

Hi!

Potato

Hay!

Ditchfork

Pear

Howdy!

Poo

Hey!

Pope

Hi!

Hey!
Popcorn

Neigh!

Puppy

Pistol

Hey!

Penguin(?)

Hey!

Party Hat

Hi!

Partier

Partayyy!

panic-cake

Hi!

Pony

Pickler

Hi!

pencil

Hey!

porpoise

Hey!

Penny

Hey!

Paste

Hey!

Pikeman

Hi!

pot pie

Hi!

Pot-smoker

pillow

Hi!

pond

Hey!

policeman

Hey!

prostitut

Hey!

He

pimp

LUMPERS

SURVIVAL ROLEPLAYING IN THE INFINITE MULTIVERSE

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Also from Pawn & Hex Games

Escape from Hell

Zamboni Wars

Disaster!

Zombie Vacation

Sample file

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Published in the United States by Pawn & Hex Games, 1983.

First Edition

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NOT JUST
ANOTHER
PRETTY FACE

PEASANT UNDER GLASS

TODAY'S SPECIAL

EAT EM UP, EAT EM UP

DAMN THEY'RE GOOD

WON'T KNOW UNLESS

YOU TRY 'EM

REALLY WISH YOU WOULD!

A MAN, A PLAN,
A CANAL, PANAMA!

INTRO

Sample file

GOOBER
BOOBER,
PIE

GRRR!!!

LOST.

TIME PASSES,

WE SEARCH FOR
THINGS UNSEEN, UNKNOWN.

CAN WE FIND

WHAT WE'RE LOOKING FOR?

I just wanted to say quickly that my hopes is just to enlighten in any way that I can your journey through this tumultuous multiverse. Some of my writings may seem terse, or vulgar, or even mean. But it is all truth, and it should be taken at its face.

wanker...

CHAPTER 1

INTRODUCTION

If you're reading this, you already have my condolences. You're one of us now, those unlucky souls who came unglued from the Möbius fly strip that is our reality.

In other words, you're a Jumper.

What happened exactly? In my Prime, there used to be a commercial that said, "It isn't nice to fool with Mother Nature". Of course, that doesn't stop people from trying. Whether it was those with the noble purpose of attempting to understand the nature of the universe, or the cabals of government scientists trying to build the ultimate weapon, someone actually managed to stumble onto the perfect combination of circumstances to royally screw us all.

Take these incidents for example:

March 26, 1983 (DAN 338957330): In an underground research facility, scientists working on the the newly-launched Strategic Defense Initiative (SDI) readied for the first test of their x-ray laser. Designed to strike down incoming nuclear warheads in space before they could reach their intended targets, the laser at the heart of the system was powered by the very nuclear explosions it was designed to prevent. At just past 9 p.m. local time, the blasts were triggered and the powerful laser was fired into the sky. Moments later, the atmosphere became supercharged and turned into a translucent field of pulsating energy which surrounded the entire planet. The scientists

managed to shut down the laser and the atmosphere returned to normal but, despite assurances from the government that there were no lasting effects from the test, tens of thousands of people around the world were reported missing that night.

April 21, 1990 (DAN 674027589): In a garage in Glendale, California, two Caltech graduate students worked late into the night attempting to develop a gravity wave sensor that would help them prove their theories about the existence of alternate dimensions. During a test of the power-up sequence, their fatigue got the better of them and one knocked an open can of Mountain Dew into a rack full of circuit boards. In a spectacular shower of sparks, the right combination of electrical pathways fused together creating a localized fissure in the dimensional fabric of the universe. Neighbors reported a bright flash of light and a scream coming from the garage before the power blew out in a four-block radius. The grad students vanished and were never seen again.

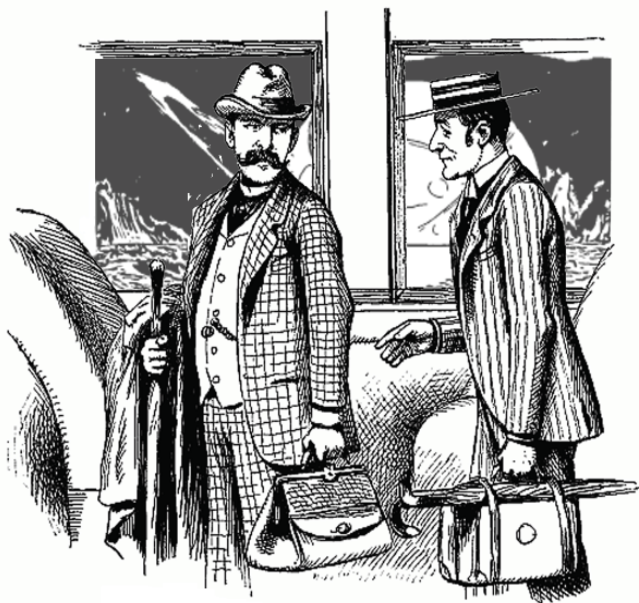
February 10, 1970 (DAN 106789334): In a nondescript warehouse on the South side of Chicago, a team of researchers working for TechnoDyne were attempting to develop anti-gravity technology using theories published by Nikola Tesla shortly before his death. The current project had started almost a decade before, but on this Tuesday night the scientists expected to make their big breakthrough. Capacitor coils were charged, equipment was checked and re-checked, and all eyes were on a large block of steel

i hate this guy, too. obviously not a real jumper. just a twat writer capturing the essence of the jumpers voice, or whatever.

in the center of the room. Should this experiment work, high-energy beams would suspend the several-ton block above the floor, disconnecting it from the Earth's pull. The countdown finally crept to zero and the system was activated. Immediately, everyone in the facility knew something was wrong. The steel block began to undulate as if it was made of rubber and then started to glow brighter and brighter. With a large boom, a wave was released from the block which passed through the outside walls of the warehouse and out into the sky. As soon as it hit the edge of Earth's atmosphere, it supercharged the air and ozone, creating what appeared to be a ball of lightning that descended onto a now helpless planet. There are no records of the events that followed, but we do know that there were only a few thousand people left on Earth after that catastrophe.

Each of these events (and similar ones in countless other dimensions) started to weaken the very fabric of the multiverse. Stretch anything enough and it will tear, which in this case means a fissure cutting through multidimensional space linking these realities together

By now you're asking, "Why Me?", right? In your reality, it probably started out as just a normal thunder storm. You didn't even give it a second thought, until the lightning started to look like a strobe light in your window, growing in intensity until the entire sky was a gigantic dome of pulsating energy. You probably wandered outside in awe, standing with your neighbors pointing and marveling at the sky. It wasn't until the



chimney on your neighbor's house was sheared off that you noticed the energy field was actually getting closer to the ground.

How did you handle that moment? Were you frozen in fear? Did you run back into the house to rescue your cat? Did you grab your gun and a month's supply of rations? Yeah – you wish. You'll be regretting you didn't think of that for a long time to come.

Once you made contact with the energy, the cosmic umbilical cord that tethered you to your reality was severed and you fell into that big hole in the universe. You're now adrift on the dimensional currents, floating from one reality to the next.

Fortunately for you, a dimension is only accessible to Jumpers if they've managed to rip a hole in their reality adding it to your big cosmic play-list. That means you probably won't jump into the cold vacuum of space or some other equally inhospitable environment. While it's possible that a natural phenomenon could cause the same effect, reports of Jumpers finding themselves on the molten surface of a star are probably just legends shared among Jumpers over a campfire and a stiff drink.

What exactly are the other dimensions? Each contains a different version of the world you're used to, one where certain decisions or events played out to a different conclusion. Who was elected the American President in 1960? Kennedy? Nixon? Byrd? Did the folks in your Prime make it to the Moon? What about Mars? I've heard that in one dimension, Dirk Benedict was nothing more than a lowly actor.

The fissure you're surfing isn't a very clean one, so there's no guarantee you'll stay in the same time period from one dimension to the next. More than one Jumper has been burned at the stake after being mistaken for a witch. (Word to the wise – it's in your best interest to blend in if at all possible.)

At this point, you basically have two choices: survive or die. If you've got what it takes to last as a Jumper, maybe I'll see you around...

INTRODUCTION

Man has always been a curious little monkey - always tinkering with this and that, trying to build the better

this doesnt happen.

if you listen to anything in this book, this is it.

mousetrap, or the sleeker spaceship, or the awesomer ice-cream scoop. And, as is prone to happen, man can make a bit of a boo-boo from time to time. Accidents are part of the creative process, and man can do nothing but make his mistakes, pick himself up, and adapt to the new information available post-err. This game is based on those mistakes.

Specifically the ones that rip a hole in space time.

Welcome to the exciting world of Jumpers, the multi-dimensional, multi-genre RPG. Anything can happen, anywhere can happen, and, if you play your cards right, anywho can happen. The game revolves around the concept that somewhere in the great big expanse we call the Multiverse everything is happening with everyone in every conceivable combination that man can imagine. And it just so happens that, because of the blind bumbling of mankind, those worlds are now accessible to you as a player of Jumpers.

So, what's the deal anyway? What is this, some kind of Time Tunnel rip-off? First off, no. Secondly, shut up. Jumpers is a roleplaying game of multi-dimensional travel, where players can adventure in any and all possible worlds and genres. The only limitation is... well, honestly, there is no limitation. Jumpers is a very loose system; the rules are very detailed, but that is for those of you who like a detailed system. The game works just as well with almost no dice rolling, and stripped down versions of every rule.

Where Jumpers shines is in the storytelling. We have given you a world in which your characters can adventure and interact with the entirety of the imagination universe (I know that sounds very Crofft brothers, but it's true.) Jumpers creates the opportunity for Jump Masters (lingo for Game Master) and players to explore every conceivable world they have ever wanted to play in, without having to learn a new set of rules to go with each.

From there, let the roleplaying commence. Because, although the combat section is detailed and tremendously realistic, as is the skill system foundation of the mechanic, Jumpers is all about the roleplaying. The Jumpers system cries out for creative players and JMs to engage each other in tremendous storytelling, regale one another with high fantasy fables, or touch each other with tales of love and romance. Well... not literally "touch each other". Unless that's the game you want to play. And, if it is, there is room in the Jumpers multiverse just for you!

DIMENSIONS

The Jumpers universe revolves around the theory that infinite dimensions exist, each one varying from the next by the decisions made by its residents and the natural phenomenon that occurred there (volcanoes, hurricanes, and so on). There are thousands upon thousands of other dimensions that, on the surface, look exactly like your Prime or home dimension. The difference could be something as simple as your neighbor choosing to wear his blue Tuesday suit on Thursday.

Of course, some dimensions look nothing like your own. Vampires in Mexico, the Confederate States of America, the Russian/American War of 1984 – all of these realities exist somewhere in multidimensional space. And, due to the fractured nature of the dimensional fissure, Jumpers may find themselves in time periods other than their own. From a storytelling perspective, this allows JMs to incorporate any setting or era into the game, making everything from space stations to the Wild West a possibility.

While there are technically dimensions where the Earth never formed or the Big Bang never took place, a dimension is only open to Jumpers if an event occurred which ripped open a hole in their reality. These rips can be caused by major events (The Philadelphia Experiment, nuclear testing, reverse-engineering alien technology, and so on) or, in extremely rare circumstances, natural phenomena (electromagnetic storms on a nearby sun, intersecting black holes, supernovas, etc.)

In addition, it seems that oxygen/nitrogen atmospheres amplify the affect of dimensional tears. This is good news for Jumpers because it means they have a really good chance of jumping into a world that has a breathable atmosphere and survivable environment. In addition, gravity waves can flow into the fissure from a given reality meaning your chances of jumping into a world at ground level are also almost certain. Since Humans aren't the only ones who like to play with things they don't understand, it's also possible for Jumpers to find themselves on alien planets far from Earth.

Dimensions are labeled by their Dimensional Annotation Number or DAN. Dimensions that are similar will also have DANs that are close together, meaning that DANs that are closely numbered will be almost indistinguishable from each other. These dimensions are considered to be "adjacent" to each other due to their

Thousands upon thousands is not accurate. There are infinite dimensions that are like this.

what does cheese have to do with jumping?

I don't know what that means. Sample file

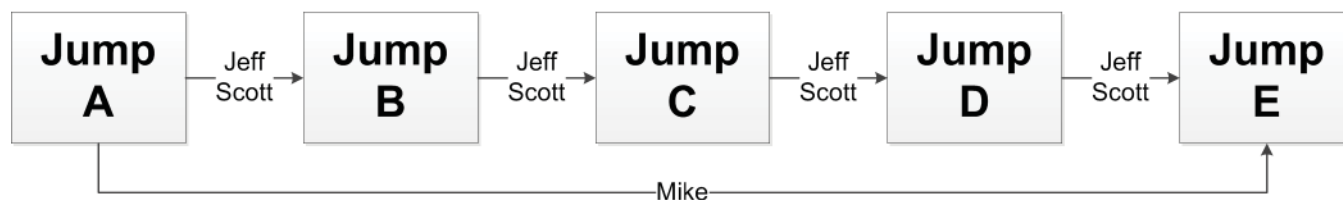
DAN is fucking bollocks. not a real thing. JUMPERS

While the "touch each other" is a bit out of place, I like the tone here. In my mind, jumping is an adventure, above all else.

This doesn't take into account the possibility of jumping with other versions of your friends before rejoining your original friends. I'll include a new chart where there is space.

this guy is fucking intense.

Example of Players Missing Jumps



similarity.

Conveniently, people from similar dimensions (those that have similar DANs) usually jump together as a group as their nearly common home dimension creates some cohesion between each person, letting them travel the fissure together. Larger groups might also split into smaller groups during a jump (with each group jumping into a different dimension), but their cohesion will most likely bring the group back together during a later jump. (This lets individual players miss a gaming session but "catch up" with their group during a later jump.)

FIRST JUMP

There are three different circumstances that can cause the phenomenon of the Jumping Event – let's call them "Local", "Regional", and "Global".

Local Event: Jumpers affected by a small event are typically involved with the cause of the dimensional tear. This includes scientists, researchers, test subjects, or other unlucky souls who happen to be at the wrong place at the wrong time. Typically, no more than 20 to 30 people will be affected, and they are generally just assumed to be "missing". The world moves on without them, the rest of the population unaware that their dimension was affected.

Regional Event: Medium events will affect an entire planet, but only a very small percentage of people will actually begin Jumping as a result. (Typically, this means anywhere from several hundred to several hundred thousand people will join the Jumper ranks.) Those that do not jump notice a shimmer in the atmosphere that looks like an extreme and widespread version of the Northern lights. Those that do jump get a mild tingling sensation (like touching a 9-volt battery to your tongue) followed by a huge jolt of electricity that knocks them

unconscious. When they come to, they're no longer in their Prime and have started their journey as a Jumper.

Global Event: A large event will devastate an entire planet as nearly everyone will begin to jump. The vast majority of Jumpers you meet started their journey in this way. It starts with a group of normal people just sitting around when the lightning arrives. It starts slowly and looks very much like a normal thunderstorm, but the lighting will build in intensity until the entire sky is filled with crackling, pulsating energy.

The energy the players see is actually a sphere that surrounds the entire planet. After it is fully formed, it will start to decrease in size moving closer to the surface. Typically, PCs won't notice that the energy field is getting closer until it makes contact with the tallest nearby object, like a TV antenna, satellite dish, chimney, or telephone pole. Nothing can pass through the energy field, so it has an affect on solid objects like a trash compactor, crushing anything it comes in contact with.

The field usually moves fairly quickly, meaning PCs will have a limited amount of time to deal with the situation once they realize what is going on. Once the field comes in contact with the PCs, they immediately start their journey through time and space, jumping to their first alternate reality. Not everyone in an affected dimension jumps, but no one has yet discovered the rhyme or reason to why it affects some and not others.

FADE OUT

When players are between dimensions, they get a mild vertigo feeling and are completely surrounded by white light. Their destination will fade in around them and they will remain there until they jump or "fade out".

In game, Jumpers have no control of when or where they jump. They could remain in a particular dimension

Fucking terrifying, if you haven't been through it. However, energy not accurate – it is Astral essence.

for a few minutes or a few years. From a story standpoint, JMs can use "fade outs" much like a movie director does to mark the end of a story. Having Jumpers fade out during an adventure can also be useful if PCs are floundering in a particular location or are simply not having fun. Jumpers adventures seem to work best when they are short, contained stories.

In some realities, people will have no knowledge of jumping or the phenomenon that causes it. In others, people are well aware of Jumpers, which isn't always a good thing (Jumpers tend to take what they need to survive, which puts them at odds with local citizens and law enforcement.) While there are dimensions that host conventions of Jumpers or even worship them, they are few and far between.

A Jumper's primary goal should be to blend in and be as inconspicuous as possible. This will prevent many problems with the locals, especially when you are in less-sophisticated time periods, where even something as simple as a flashlight could brand you as someone who should be burned at the stake just for good measure.



"Jump?"

Jeff thought for a second. "I don't know," he said slowly, thinking about his jumps while answering, "I think... we were in the future in Mexico. But, I don't think Scott was there. It was just me and Mike."

"Yep, that's right. The thing with the giant vampire priest guy, right?"

"What giant vampire priest guy?" The question came from the door, where Scott had just entered holding a notebook and a case of Dew. "I don't remember a giant vampire priest guy?"

"You weren't there, Scott. You were at your Mom's birthday, remember," said Jeff, pouring some cola into a couple of glasses full of ice. "By the way, how is your mom, anyway? She looked tired when I left her house last night."

Scott's eyes narrowed slightly. "Oh, Jeff, hilarious. I get it. You had sex with my mother. Original." Scott followed up his response with a jab into Jeff's right arm, and then moved passed him into the kitchen to open up a can of soda. "Tara," Scott said, moving into the living room of the apartment and plopping down on one of the chairs, "you didn't tell me I missed a giant vampire priest guy?"

"Scott, you didn't ask. But, if you had, I would've told

MEET THE JUMPERS

Tara was early, as always, getting her notes together for one of the jumps for that night. She liked coming over to Jeff's as early as he would let her... mainly because it gave her an opportunity to get ready for the session, but also because he always had great snacks. It was as much to put 'dibs' on the peanut butter filled pretzels as to guarantee a smooth game.

At 7 o'clock on the dot, the door buzzer rang. "Scott's here", Tara shouted, still writing in her notes about one of the NPCs she was going to introduce to the party that evening.

"You think so?" said Jeff, with a tinge of sarcasm. Scott was never late. In fact, Scott was never early either. He always arrived at exactly 7pm for their Jumpers sessions. It was eerie in a way, but something that had become a bit of a running joke for the group. "You know, it might be someone else," Jeff commented, looking at his watch, "it is a few seconds after 7." He pushed the button to open the outside door, and remarked, "It's not like Scott to be late. Tara, do you want Diet?"

"No, regular is fine. Hey, where were you on your last

you that you missed him. Don't worry, I've got some cool stuff planned for tonight. And, with that," Tara finished what she was writing with a faux flourish, and tossed her pencil down on the coffee table, "I'm ready to go. Jeff, is Mike coming?"

"Yeah, he'll be here in a little bit," Jeff responded as he came in from the kitchen with a bowl of chips and glass of Coke for Tara, "But, he said he is going to have to take off early tonight. Is that cool?"

Tara waved her left hand dismissively, as she took the glass with her right, "No, shouldn't be a problem. I have a couple of jumps lined up for you guys tonight. If he has to leave early, I'll just fade you guys out when he does... and fade you in somewhere else."

"Yeah, but what if we're somewhere cool," suggested Scott, leaning forward to grab a handful of chips, "Why do we have to fade out just 'cause Mike wants to leave?"

FUCK YOU!

Tara looked at Scott, and got a devilish grin on her face. Then, in a tone that all the players had learned to know was one that normally preceded the fiery death of their characters, Tara slowly asked, "Scott... are you suggesting that only SOME of my jumps are cool? I thought you liked all of my jumps?"

Scott paused with his hand in front of his now full mouth, trying to keep the numerous chips that he had just crammed in from falling all over the floor. "Uhh... no," he chewed and swallowed some, to make de-

fending himself at least a bit less awkward, "I did like your jumps... I mean, I do. I do like your jumps." Scott smiled, and nodded, but both faded to stillness as he looked into Tara's face.

Jeff put his hand on Scott's shoulder, and gave him a good pat, as he moved over to his chair, "Sorry, Scott. I hope when you die tonight, you don't take the rest of us with you."

"Jeff, if what I have planned for you guys tonight goes like I think it will," Tara started, organizing her notes to prepare for her first jump of the night, "Scott dying will be the least of your worries. Alright, I'm ready. Let's get a jump in before Mike gets here."

ADVANTAGES

The main advantage to Jumpers is its flexibility. Let's look at the gist of the game, jumping, as an example of this flexibility. The simplest explanation of the game is that it consists of characters based on the players who play them, randomly traveling through space and time. So, let's start with the concept of "characters based on the players", and why anyone would want to play themselves in a roleplaying game.

This character creation concept was done on purpose to help expose more players to the world of roleplaying. Consider this: if you wanted to teach someone how to play a roleplaying game, what do you think would be

there are PAGES of fucking shite i could add about other dimenions, but i aint gonna, cuz im not a fucking blowhard like Anton the ShitHead. i will say, though, that there is difference between different primes and different dimensions. primes are worlds like yours; dimensions are totally different places, like Hell, and Nirvana. shit like that. those are dimensions. anything else is a prime.



easier for them to accept: "You're going to play an Ork, who lives to smash the skulls of his human oppressors", or "You're going to play yourself. Same clothes, same thoughts, same job." We're guessing the latter would be a bit easier for someone to grasp. This comes up a lot in Jumpers, especially when a JM first asks a new player what they want to do in a situation. The most common response to the question by the new player is "I don't know. What can I do?" To which the JM typically responds "I don't know. What CAN you do?"

In the beginning, new players don't need to know about magic and monsters, swords and guns, or what a typical Ork would do in the same situation. New players just need to know what they would do in the same situation, and react accordingly. There is much less anxiety for the new player, because they can rely on their own experience and knowledge, rather than needing to have knowledge of the game they are playing. Dozens of players who had never thought of playing an RPG have been introduced to Jumpers and loved it immediately.

To discuss thoroughly the other advantages of the Jumpers system, we must first talk a little bit about what it is like to play Jumpers. Anytime a group of players gets together to play a roleplaying game, it is typically called a session. When playing Jumpers, a session consists of a number of adventures called jumps. A jump is the time that passes between when PCs fade in to a new environment and fade out of that same environment. In short, the jump is the adventure that players experi-

ence. However, different from other RPGs, Jumpers allows for a number of different jumps in one session, with any combination of players and JMs involved in each.

Take, for example, the group of Mike, Jeff, Scott and Tara. They have gotten together for a session of Jumpers, and Tara is going to be the JM for the first jump. The PCs fade in at the beginning of her jump, and the game is on. The players navigate their PCs through the JMs (in this case, Tara's) adventure, which ends when the JM tells the players that their PCs fade out. When the PCs fade out, they are thrown into the ether, to be randomly dropped in space and time, representing the beginning of their next jump.

This is where Jumpers deviates from the path of most RPGs. Because there is no rule requiring that all PCs that fade out together must fade in together, players can dictate whether or not they want to play in any particular jump. Furthermore, because the storylines are typically less rigid than other RPGs, there is nothing requiring that the same JM run each jump. How is this advantageous? Well, there are a number of reasons:

First, it is advantageous to the players because they never have to feel as though they are required to play in any one jump. Let's say that the group above wants to play Jumpers, but Mike has to leave a bit early. That's fine, the game can continue without him. When Mike has to leave, the group fades out, and when they fade in on their next jump, Mike's PC is no longer with them. The random nature of the jumping mechanism has deposited Mike somewhere else in the multiverse. That somewhere else is equivalent to the next time Mike plays Jumpers, whether it is on his own with another group, or again with the group he just left. It's never an issue if someone wants to leave the game.

This flexibility holds true with beginning a session as well. If Mike can't come at all the next time the group plays, it doesn't mean Jeff, Scott and Tara can't play. They just play without Mike, assuming that he must be either jumping somewhere else, or he is going to meet up with them on some other jump in the future. This is a huge limitation of other RPGs; players are typically dependent on all other members of their gaming group to be present for a game to happen. There are ways around this situation ("His PC is asleep." "Her Cleric has to spend a week in the Temple." "The Wizard will be researching in the library.") But, as you can see, these always feel a bit contrived.

The Jumpers mechanic simply suggests that Mike's PC

may simply be jumping from point A (the initial jump) to point E (a later jump), while the other players jump to all points in between. They will still meet up in the future, the only difference being that Mike would perceive it as an instantaneous trip from A to E, where as the rest of the party may have experienced days, weeks, or even months in between.

So, Jumpers is flexible enough to accommodate any number of players... but what about Jump Masters? What if the JM can't make it to a session? Again, just like if players can't make the game, Jumpers is flexible enough to allow for anyone to run a jump. So, if Tara can't make it to the next session, there is no reason that one of the other players couldn't run a jump.

The most important thing to remember is that every jump in Jumpers, although they may have recurring characters, villains, places and situations, is insular - no jump needs to be connected to any other jump. Therefore, no player of Jumpers must be connected, either.

Finally, Jumpers adventures are easily converted to other systems which makes it easy to adapt materials written for this game usable in many other RPG systems (Call of Cthulhu, D&D, etc.) Given the flexible nature of Jumper's multiverse, it's also very easy to adapt other game systems' modules and source books for use with Jumpers.

One of the most powerful advantages of the Jumpers system over other systems is the control that the JM has in each and every jump. Let's say that a group is playing a fantasy RPG, and the storyline that the Game-master laid out revolves around this cool, old church in town. And, let's say that no matter what bait the Game-master sets for his players, none of the PCs want to go anywhere near the church. Sure, there are a number of ways to get the players there, but all of them force the players to act in a certain way, removing the ability of the players to make their own choices and actions.

In other words, the Gamemaster is trapped. No story, no interest from the players... no game. The same situation in a Jumpers session is solved by four simple words: "You all fade out." Because the game is a series of insular adventures, a JM doesn't need to worry about forcing his players into situations, or boring them to tears with uninteresting adventures. The game isn't going the way the JM wants? "You all fade out." Players don't "get" the jump, and don't seem interested? "You all fade out." Players accidentally killed the main NPC that was going to give them a bunch of cool stuff, and you don't

feel like making up a reason that someone else can give it to them instead. "Sigh... you all fade out."

Jumpers allows for the JM to end the jump at any time, making for more exciting games and constantly involved players. And what is the JM to do with the jump that they spent lots of time preparing? Hold on to it, and try it out when you are playing with different players. Maybe a different group will like it more.

This ability of the JM to end the game whenever he likes affords a lot of power to new Jump Masters as well, specifically those that are new to the art of Gamemastering. Running small Jumpers sessions, with only one or two players (preferably players who are also JMs), is ideal for the new JM to get her bearings. Just tell the JM that if the game feels like it is getting out of control at any time, have the players fade out. Then, once they are faded out, talk to the players about the jump, what they liked, what they didn't like, and what could be made better. It's like a built in training mode for the Jumpers RPG!

Okay, so that's what Jumpers is, and why you should play. But, what about the mechanic, the rules, the dice... where is the game? The following section will tell you more about the mechanic, attributes, and everything else you will need to play. But, first, let's define a few terms for the new roleplayers out there.

TERMS

5LC: A five-level chart. In Jumpers, all bonuses and other charts are defined by the five-level chart (5LC). Since all rolls in the game will be based on LVLs between 1 and 10, the degree of modifier is distributed, by twos, throughout this range. See the Core Mechanic section for an example of what a 5LC looks like, and how it works.

Astral Plane: The plane of magic, and the plane that jumpers travel to after fading. The Astral Plane acts as a conduit between Reals in the multiverse, shuffling jumpers from one Real to the next when they jump.

Attribute: Attributes are used to measure, in LVLs, a PCs physical, mental, and metaphysical capabilities. A PCs physical strength, intelligence, or ability to perceive things in their environment, among other things, are all represented in either Base or Derived Attributes.

DAN: Dimensional Attenuation Number. Reflects the

relative distance between two dimensions in the multi-verse, as well as the dimension from which a PC originated. DAN is pronounced like the proper name "Dan".

Ethereal Plane: The plane of the dead. It is where souls go after death, before they move on to a Higher (or Lower) Plane. Here, they must shed their negative emotions (fear, pain, anger) to release themselves from the world and move on.

Expected Value: The mean value of LVL dice. The Expected Value (EV) of LVL 5 is 18. Expected Value is used in Passive Rolling. Expected Value is also used as the target number for a roll when no other target is provided.

In-game: A term used to describe events that happen within the construct of the story of the game. Shooting monsters while you travel through time happens in-game. Sitting around a table, eating pizza, and playing Jumpers is out-of-game.

Initiative: The order in which PCs and NPCs perform actions in a situation where Opposed Rolls will occur. Initiative is determined by rolling your PCs SPD LVL, as Initiative is a measurement of the PCs ability to react. Lowest roll chooses actions first, but highest roll acts first.

JM: The JM is the Jump Master, the player responsible for design and running the game that the other players play. Unlike other RPGs, in which one player typically runs a game, in Jumpers many players typically take on the role of the JM. JM is pronounced like the proper name "Jim".

Jump: There are a number of derivatives of this word that are used in Jumpers:

- **Jump:** An adventure bound by characters fading in to an environment and, at some point later, fading out.

- **Jumping:** The act of traveling through space time, as all PCs in Jumpers do. Can also be used among players to describe a game session (e.g. "Let's do some jumping!")

- **Jumper:** In-game slang for PCs who travel through time and space.

LVL: The level of a skill or ability. Typically, the level of something is written in the following notation: LOCK-PICKING (LVL10). LVL determines the number of dice rolled when making a check. The notation used for LVL

dice is in the form of (NUMBER OF DICE) D (VALUE OF DICE)+(LVL OF ROLL). So, a LVL 5 would roll 3 6-sided dice, and add 5; or, 3D6+5

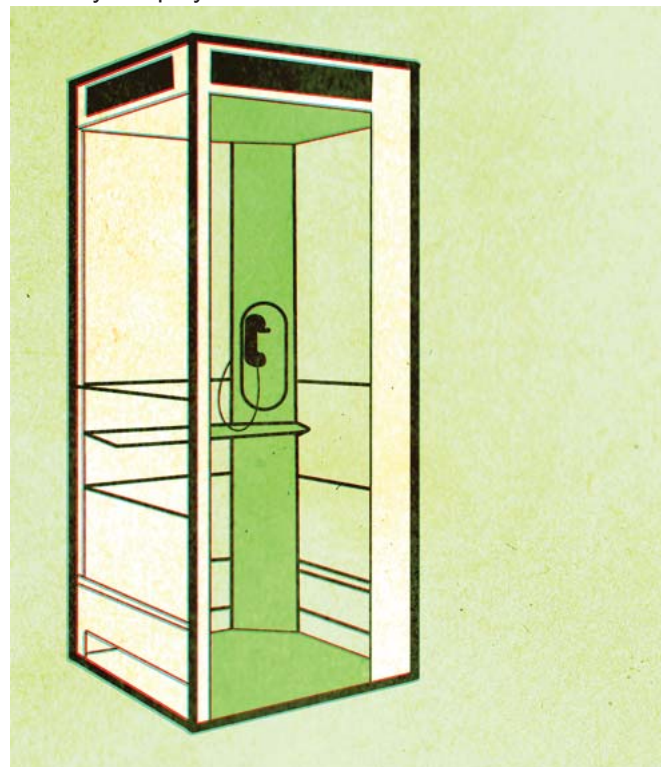
Modifier: Any positive or negative number, or LVL, that is applied to a roll. They are used to represent environmental factors, physical hindrances, and special bonuses that could have an effect on the success of a roll.

NPC: Non-player character. A character in-game that is run by the JM rather than by another player. NPCs can be either be transitive characters, which just exist for one game session, or recurring, appearing in more than one session.

Opposed Roll: The construct used to determine success or failure in-game. An Opposed Roll typically consists of a PC rolling LVL dice, a JM rolling LVL dice, and then comparing the totals.

Passive Roll: A roll in which the player or JM chooses to use the Expected Value of LVL dice instead of rolling the dice. Protects against rolling a significantly low roll, specifically a critical failure, and is often used in situations of guaranteed success.

PC: A player character. The in-game representation of a player, the PC is what performs all of the actions dictated by the player.



Pools: Regenerative totals that are used to measure Health (number of Health Points), Magic (number of Magic Points for spells), and Stability (mental well-being).

Prime: Slang used for the Real that your PC originally came from.

Real: A Real is a universe in which life exists, thrives and interacts freely, though it is bound by the laws of that universe. The universe that we know as our home is just one of an infinite number of Reals in the Multiverse.

Round: A round is a way of measuring the progress of combat, or any other situation that requires Initiative. In each round, players can either perform actions, or react to actions performed by other PCs or NPCs. A round is exactly one second long.

Skill: A skill is any ability that a PC has that can be measured in LVL. Juggling, basket weaving, firing a pistol - if it has a LVL, and it isn't an attribute, then it is a skill. Also, a skill is a behavior or ability that is learned. This helps to differentiate Skills from Attributes.

MIKE ARRIVES

"Okay, Tara," Scott began, tense from the situation his and Jeff's PCs had been thrust into, "I'm gonna fire at the guy behind the glass."

Jeff and Scott were in trouble. Tara had jumped them into a military installation which was clearly set up to find and study jumpers. The problem was, at least upon their initial estimates, that "study" meant "dissect".

"You're sure you want to fire at that guy," Tara warned, her tone torturing Scott with her hidden JM knowledge, "The glass could be bulletproof."

"Tara, come on, I hate it when you do that. It just creeps me out, man." Jeff had already decided that his PC was hiding this one out, and was safely behind the metal door and Scott's PC. "Just let him shoot."

Scott concurred, "Yeah, let me shoot, alright." Tara leaned back onto the couch, throwing her hands up in mock defense, "Okay, okay. Go ahead, roll. The glass has a hardness of LVL 2."

Scott looked a bit puzzled, "Wait, so do I have to roll above a LVL 2 roll to break it?" Tara nodded, "Mm hmm. With the damage from your shot. It's reinforced a bit, but not too bad. Roll to hit, and then roll damage." Scott pulled out a couple of dice, and tossed them on the coffee table, "4... 8... 10... 16. Does that hit?"

"Sure does," Tara replied, marking something off of her notes, "Now roll some damage." Scott smiled, "Damage ain't a problem. This gun is like firing a tank shell at someone." A larger handful of dice hit the table, and Scott's smile turned sour quickly. "You have got to be kidding me."

"What's wrong, Scott?" Jeff inquired, leaning forward from his chair to get a better look at the dice, "Critically fail?"

"No, but pretty close. Uh... looks like... 10?" The question in Scott's voice was matched by his face, as he hoped to God he had done enough damage to break the glass. Tara shook her head slightly, and spoke with a mixture of annoyance and disbelief, "Scott, you only needed to beat a LVL 2. Look... I rolled a 5. The EV is only 6."

"Oh yeah, forgot. So, what happens to the guy in the room?" Scott was already formulating a plan of attack on the rest of their perceived enemies, when the buzzer for the front door rang. Jeff jumped up, and buzzed in the visitor. "Mike's here."

"Perfect timing, because just as the bullet hits the glass, you guys both fade," said Tara.

this NEVER happens
"Fade? What?" Scott was upset, huffing and puffing with a handful of d6's. "I was shooting this guy. Come on! We don't have to jump just because Mike's here!"

"Sorry, Scotty my boy, but your time is up. This is when you guys were going to fade anyway, so you fade." Tara's tone was playful as well as stern. She liked being in charge, and having control of the situation. But, part of her just liked screwing with Scott whenever she got the chance. "It's okay, Scott. You'll get to shoot someone in the next jump."

"Yeah, you say that now," Scott mumbled, as he got up to get another soda from the fridge. As he entered the kitchen, the front door opened and in came Mike, with someone new to the game.

"Hey Scott," Mike said, as he removed his coat and

Why are so many of these stories about shooting? I went six months of jumping before firing my first shot, and that was just to scare off a bear!
JUMPERS
hes taking the piss, right? why not shoot the bear and eat it? idiot

shoes,

"You know Peter, right?" Scott nodded, and extended his hand to shake, "Yeah, we met at Lisa's thing last month. What's up?"

"Not much," Peter responded, taking off his shoes as he presumed he should, "just came with to see if I could play."

Tara and Jeff both looked to the front door and saw Mike along with Peter, and they waved a hello to the both of them.

"Tara, Jeff, this is Peter. Peter, Tara and Jeff," Mike was quick with the introductions, and Peter returned the wave offered by the other players, and looked around for a seat. "Peter was wondering if he could get in on our game tonight."

Tara shrugged, and looked over at Jeff, "Hey, I can accommodate as many as ten players at a time. It's your place... you don't have a problem, right?" Jeff looked crookedly at Tara, as if the question had come, unexpectedly, from a duck. "No, of course I don't care. Players are players. You've played before, right?"

Peter paused for a second, and looked over at Mike. Mike looked back, and gave a "kinda-sorta" face to Jeff. "No, not exactly," Peter said, finding a spot on the floor by the couch, "But Mike told me all about it."

Jeff looked over at Tara with a bit of panic, but Tara was a professional. "No, that's totally fine. Jeff, you said you had a jump you could run tonight, right? Well, you do that, while I catch Peter up on making a character and running his first jump. Sound good?"

"Fine by me," shouted Scott, who was busy raiding Jeff's fridge, "But, I want to shoot something when we fade in, Jeff."

Tara rolled her eyes at the remark, "Jeff, run your jump. Peter, come in the other room with me. It should take about an hour or so. Then, I have one more jump before the night's over. So, Jeff, don't kill everyone, okay?"

Jeff saluted as Tara and Peter walked out, "Aye aye, captain. Okay, Mike, where were you last?"

they just drop in and out. if i ever meet this fucking people, imma rip out their lungs.