



# Glee (TV Series) Jump

ver. 2.0

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Congratulations Jumper, you've just been given chance to first-hand experience world of Glee TV Series and all of its insanity. You'll be spending ten years in this world, starting at beginning of the series. You get 1000 CP to help you with selections for your background and can get more by taking drawbacks. Good luck.

## Location

You start at William McKinley High School, Lima, Ohio.

## Age & Gender

Keep your previous gender or pay 50 CP to change it. Roll your age for free based on your Origin or pay 50 CP to change it.

## Origins

**Guest Star (Drop-In)** (free) – You appear in this world without any memories of it and with just your basic identification. Roll either 1d4+13 or 1d8+30 for your age.

**Student** (free) – You are now one of the seemingly countless students at William McKinley High School, although you're lucky enough not to be member of glee club. Roll 1d4+13 for your age.

**Teacher** (free) – You are now one of teachers at William McKinley High School. Roll 1d8+30 for your age.

## **Perks**

**Perfect Timing** (-100 CP, free for Guest Star) – You have immaculate timing, always appearing just when you are needed and managing to precisely time your entrances for maximal dramatic effect.

**Adaptability** (-200 CP, discount for Guest Star) – You are extremely adaptable to circumstances and never seemingly getting caught by surprise. Great at rolling with the punches, so to speak, and always moving forwards no matter what.

**Looking From The Outside** (-400 CP, discount for Guest Star) – Being sort of an outsider can be beneficial as this gives you outside perspective on things going with close groups and makes you perfect at giving them advice, to which they'll surprising enough listen and follow it.

**Heart Never Lies** (-600 CP, discount for Guest Star) – People lie and most often they lie to themselves as well. Thanks to this you can now self-reflect and see through your own lies, finding out truth that you'd buried deep beneath. You can also use this to help others work on their own realizations and look through their own lies. Just be careful because truth can be double-edged sword.

**My Talent** (-100 CP, first free for Student, additional discounted) – You have unique talent of your own with which you express yourself. It can be anything from being great at specific sport or at cheerleading, being aspiring actor or great with one of musical instruments, aspiring photojournalist or great at dancing, and so on.

**Fade Away** (-200 CP, discount for Student) – Life in high school can be pretty difficult and standing out in any way can be social death sentence. Thanks to this you can now easily fade away, hide in crowd and avoid standing out.

**Actually Learning** (-400 CP, discount for Student) – High school is supposed to be learning environment, yet many students don't actually learn that much. You won't have that problem anymore, with a bit of studying and thinking always managing to understand lessons your teachers tried to teach you. Just think, these lessons can be anything, not necessarily something from curriculum, and just about anybody can be considered teacher in right circumstances.

**Queen Bee** (-600 CP, discount for Student) – There's no stopping you, you're absolute top of the top, next big star in field to your unique talent. This boosts your unique talent to be comparable to legends in that field, like Barbra Streisand or Michael Jackson.

**Potential** (-100 CP, free for Teacher) – Thanks to this you have no trouble seeing potential that your students have.

**Teach** (-200 CP, discount for Teacher) – Not every teacher is actually capable of teaching, but thanks to this you don't have this problem, always managing to successfully teach your students lessons you want to impart to them. They don't even have to be things from official curriculum.

**Expertise** (-400 CP, discount for Teacher) – Unfortunately not all teachers are actually that good at subjects they teach. You aren't one of them, having gone through necessary loops to be accredited both

as teacher and for class that you teach. Additional purchases possible to expand areas which you can teach, with additional discount for them (Teachers get  $\frac{1}{4}$  discount for these additional purchases, everyone else  $\frac{1}{2}$ ).

**Connect & Inspire** (-600 CP, discount for Teacher) – Not every teacher actually connects to their students, much less manages to inspire them in any way. You don't have these problems, always managing to successfully find middle ground with your students and also inspire them to try when uncertain.

**Good-Looking** (-100 CP) – Strangely enough most of people worth any sort of attention, good or bad, appear to be extremely good-looking, Hollywood standard good-looking at that. This now includes you.

**Songbird** (-100 CP) – You are now talented singer, ready to burst into song in any given moment and always perfectly hitting all the notes and knowing all the lines.

**Toxic Tongue** (-100 CP) – You have this way with words, being perfectly capable by using few select words to utterly destroy somebody's reputation or to push them deeply into depression.

**Puppeteer** (-100 CP) – You are mastermind at manipulating people to get them to do what you want. A dazzling smile, select word, frown and showing a bit of cleavage is all you might need sometimes.

**Tenacity** (-100 CP) – You never give up, holding to your beliefs and using them to keep going on no matter what.

## Items

**Wardrobe** (-50 CP, free for Guest Star) – Seemingly magical wardrobe that is filled with outfits, uniforms and costumes for any sort of occasions. Closing it re-shuffles its contents when re-opened.

**Drinking Flask** (-100 CP, discount for Guest Star) – Drinking flask filled with your favourite drink that seemingly never runs out. Said drink can be whatever you want, with even complicated cocktails being possible, but it has to be picked when purchase is made.

**Motorcycle** (-200 CP, discount for Guest Star) – Your very own motorcycle, of model that you want, so that you can get anywhere as fast as possible. If destroyed for any reason new one appears in your Warehouse one week later.

**School Bag** (-50 CP, free for Student) – School bag that might or might not be bigger on the inside. Can be sealed tightly shut in order to protect your homework from things like slushies.

**Club Membership** (-100 CP, discount for Student) – You are member of one of school's numerous student clubs. Anything from Cheerleading to Band Club is possible.

**Music Instrument** (-200 CP, discount for Student) – Music instrument of your own, to make playing music easier for you. If destroyed for any reason new one appears in your Warehouse one week later. Alternatively can be an item of equal value to a music instrument.

**Props** (-50 CP, free for Teacher) – Seemingly magical box that is filled with various props you just happen to need for your current project. Closing it re-shuffles its contents when re-opened. Unfortunately things inside it can't be used for anything else but as props.

**School Bus** (-100 CP, discount for Teacher) – As a teacher sometimes you need to take your students elsewhere, maybe on a field trip or to some competition. With this School Bus that will now be much simpler. Perhaps time you'd spent arranging for transportation could be better spent in other ways.

**Apartment** (-200 CP, discount for Teacher) – Might not be exactly entire house, but for living on your own apartment will be just big enough. After end of Jump can be made part of Warehouse as an extension or integrated with one of your other buildings.

**Slushy Machine** (-100 CP, additional purchases discounted) – Your own slushy machine that makes two types of slushies. Hopefully you don't plan to use them for anything sinister instead of just drinking them.

**Auditorium** (-200 CP, discount with Glee Club Membership) – Auditorium in which your Glee club can practice and hold performances. Alternatively can be used to purchase comparable specialized room for student club activities, like gymnasium or arts workshop.

## **Companions**

**Bestie/Soul Mate** (-100 CP) – Seems like everyone in this world is obsessed with having bestie or soul-mate. With this you can create or import one now, although unlike for others they will truly be your best friend/soul-mate. They receive same Origin as you, associated freebies and 800 CP to spend on additional Perks and Items. Max of two purchases, one for Bestie and one for Soul Mate.

**New Directions** (-50/-200 CP) – Create or import one of your Companions for 50 CP, 8 for 200 CP. Each receives their own Origin, associated freebies and 600 CP to spend on additional Perks and Items for themselves.

**Canon Character** (-100 CP) – Want to recruit one of main characters as your Companion? By purchasing this you can now attempt to do so and should they turn you down for whatever reason you can attempt again with somebody else.

## **Drawbacks**

Max of 600 CP from Drawbacks.

**Too Much Drama** (+0 CP, not compatible with From Dalton Academy) – If you want to avoid over-the-top drama of Glee (TV Series) then by picking this toggle you instead enter generic slice of life setting that has you in some way involved with high school. Unfortunately it does have glee club, but perhaps its members are more normal?

**From Dalton Academy** (+0 CP, not compatible with Too Much Drama) – Instead of being student or teacher at McKinley High School you are now student/teacher at one of other schools in this setting, for example Dalton Academy.

**Sing, Sing, Sing** (+0 CP) – People in this world keep randomly dropping into song and singing it all the way through, no matter what you try to do and stop them. Hopefully you won't find it too annoying because it will be happening daily.

**Outcast** (+100 CP) – You are true outcast, not having any friends or acquaintances.

**Bullies** (+100 CP) – You have unfortunate tendency of getting bullied. Nothing too terrible, but unexpected slushy attacks, getting locker slammed, occasional slashed tires and such will continuously happen to you for duration of this jump.

**Revolving Doors of Love** (+100 CP) – Seems like you are surrounded by group of people that constantly keep switching their boyfriends and girlfriends between each other. It can get quite maddening keeping track of all this and good luck trying to avoid getting sucked in.

**Unknown Origins** (+100 CP) – One of your parents isn't known to you and it keeps bugging you as you try doing everything in order to discover their identity and step into contact with them.

**Crush** (+100 CP) – There is this one person that got this enormous crush on you. Expect continuous requests for dates, annoying slightly creepy gifts and constantly having this person in presence. If you manage to help them get over their crush on you and actually become your friend, you can recruit them as Companion for free, but you'll definitely have to work on that for several years. Can be imported Companion.

**Catfish** (additional +100 CP, requires Crush) – Your crush took it step further and constructed fake profiles on social networks, using stolen pictures and such. They then got into contact with you and started communicating, tricking you into sharing your secrets with them. That you're dealing with catfish you'll realize pretty quickly, but finding out their identity will be much more difficult and it will keep your attention until you manage that.

**Stalker** (additional +200 CP, requires Crush) – This upgrades Crush into becoming an actual stalker. They are now obsessed with you, following your every move, taking pictures of you, collecting personal items that you threw out and so on. Thankfully they won't go that far as to try and force themselves on you, but be careful because they could potentially be pushed over that line.

**Romance Obsessed** (+100 CP) – You are now obsessed with romance and getting perfect boyfriend or girlfriend and being nauseatingly sweet with them. Alternatively, instead of you one of your Companions can be romance obsessed.

**Shipping Wars** (additional +100 CP, requires Romance Obsessed) – People around you are now just as romance obsessed as you are and even taking it step further, playing matchmakers all the time, rooting for their preferred couples to get together and even giving couples strange nicknames.

**Glee Club Member** (+200 CP) – Instead of being just 'mere' student at William McKinley High School you're now member of their most infamous group of outcasts, glee club's New Directions. Gives you Club Membership for Glee Club for free. Does not count towards Drawbacks limit.

**Rival** (+200 CP) – You have this rival that is obsessed at being better than you at everything. If you manage to turn your rivalry into friendship you can recruit them as Companion for free, but it definitely won't be easy and will take at least few years. Can be imported Companion.

**Poverty** (+200 CP, not compatible with Job or Inheritance) – You come from family that has been dealing with some serious financial problems and you feel responsible trying to help them by getting job of your own or by selling your personal belongings. For some strange reason you also feel compelled to hide your problems from your friends.

**Teenage Pregnancy** (+200 CP, not available for older than 20) – Congratulations, it's a baby! You now have chance to deal with joys of going through teenage pregnancy as one of child's parents. Abortion not possible. Taking it twice causes pregnancy with twins, taking it three times causes pregnancy with triplets. Can't be taken more than 3 times.

**Teenage Parent** (additional +100 CP, requires Teenage Pregnancy) – You must be insane, because you've just decided to keep your child instead of giving it up for adoption. Good luck raising child while dealing with school and getting job to earn some money for your child. If you succeed and social services

don't take your child from you then you can bring them along on Jumpchain as Companions. If Teenage Pregnancy is taken several times it has to be taken for each child separately.

**Bully Teacher** (+200 CP/+300 CP) – Somehow you have managed to get on bad side of one of your teachers, might not have even been your own fault, but they'll stop at nothing to destroy your future, so better prepare to deal with their constant attempt at this. For additional 100 CP some of their attempts will actually be life-threatening for you and people in your proximity.

## **End Options**

**Stay**

**Continue Jumping**

**Go Home**

## **Notes**

Teacher perks might seem a bit strange, but in Glee TV Series not all teachers are actually that good at their jobs, which is why perks that you'd expected all teachers to have actually cost CP to get. Potential works best if combined with perks that allow you to connect with your students.

Combining My Talent and Songbird makes you that much better at singing, more than easily letting you take place of lead singer of your Glee club.

Glee Club Member drawback interactions with Origins – Student becomes member, Teacher becomes club sponsor, Guest Star becomes either member or teacher assistant.