

iCarly Jump

v1.0

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Welcome to Seattle, jumper! In this world, the internet has become a mainstay in every teen's life, and yet one teenager is about to take the internet by storm. Canonically, an unfortunate filming mishap leads to a fateful decision by an eighth grader that will forever

change the internet. As a jumper, there are all sorts of ways you can opt to change that, but it may well be just as amusing to you to get the chance to be *on* iCarly (or even *host* iCarly). Either way, you start the jump off the same day Carly Shay gets detention and is told to film the school's talent show.

It's worth noting that this jump is intended to be a jump for the original series, not the 2021 revival. You certainly can use this as a jump for the revival, but it's written to cover characters, perks, and items from the 2007-2012 series/run.

Take **1000 Web Points** to fund your virtual escapades.

Starting Location

Determine your starting location by rolling a d3. Alternatively, you can pay 50 WP to be able to determine your starting location as you please.

1: Ridgeway Junior High School
You initiate the jump at Ridgeway Junior High, a junior high school situated in Seattle. This school is one of the central focal points of non-filmed antics and shenanigans ("non-filmed" meaning it is not a part of the digital facets of *iCarly* the webshow). This is also where the inciting incident occurs. Are you here as a student or as a member of the staff?

2: The Groovy Smoothie
This is a popular smoothie store across the street from the Bushwell Plaza apartment complex. This business sells more than smoothies, or rather has an employee who sells more than smoothies. There are a range of reasons why someone might visit this popular hangout spot.

3: Bushwell Plaza
Located on the west side of Kennedy Square, this popular and fairly expensive-seeming apartment complex is where three of the four central protagonists live. At least one apartment here is an elaborate and multi-story living space. Are you one of the Shays, or are you one of many people who run into the Shay apartment and very possibly injured in some way?

Age and Gender

You can freely select your age and gender yourself so long as you're junior high school age or older. So long as you fall within the parameters of being junior high school age or older, you default to being the age you were during your last jump, but can change this freely before you initiate the jump.

Origins

Any origin can be chosen as a drop-in. By default, these origins are described by their proximity to the main cast, but you don't have to live in Bushwell or otherwise have any innate connection to the iCarly cast if you don't want to.

Artist

You are a talented, though quite eccentric artist in a variety of mediums. You may also, if you wish, have left behind some prestigious pathway to more conventional success such as law school, medical school, or business school.

Host
You have a hidden (or possibly not-so-hidden) wellspring of charm and charisma. This gives you the unique style needed to be both a host of a clip show and an active participant in a more traditional sketch comedy show. Such charm and charisma are also quite handy in day-to-day life.

Best Friend
Someone could easily describe you as rough and rowdy. You're intimidating, but likely well-meaning (even if you don't always express that), and you either have or are likely to make a very charming and even-keeled best friend.

Neighbor
The tech head next door. You live across from someone who easily captivates people around them and you are quite gifted when it comes to both technical know-how and the practical applications of technology.

Villain
Whether it's because you're the butt of the jokes of some mischievous teens or because you're a scheming businessperson hoping to make some money off the work of a gaggle of teen webstars, you are here as a villain or antagonist. Be careful, the teens have a rather noticeable level of luck and the resources of the internet at their disposal.

Notable Guest Star
Maybe you're a crush of the week, or some other classmate of the cast's, but you're one of many individuals who enters the lives of Carly and the crew in a (probably) non-permanent way. If you're lucky enough, or distinct enough, maybe you'll be able to find a way to be meaningfully present over the next few years…

Perks
Origins get their 100wp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Comedic Durability [100 WP]
You have a rather comedic ability to get harmed and… just be okay afterward. Whether this is being (relatively) unharmed after a fall that ends with you landing on your chest, or enduring something that should do permanent harm to your eyesight with zero real damage aside from momentary pain, you have a *comedic* level of durability. So long as people aren't trying to hurt you deliberately (or do real, long-lasting harm) you can recover from accidents or other unfortunate incidents in minutes or hours at the very high end. Even being in a full-body cast will only take a few days at most, requiring you to spend a weekend in a hospital. This loses a lot of its power when you are facing foes who truly seek to stop and

harm you, especially if they want to kill you, but you aren't the sort to get stopped by accidents and environmental hazards for long.

Artist

Memorability [100 WP]
You stand out. Something about you as a person is incredibly memorable, perhaps you're hilariously deadpan, or people remember something that you react to in a way that suggests that it's the funniest thing in the world. This quality affects things you create as well, ensuring that your creations are remembered. Hopefully fondly, but even if not people will still vividly remember what you make.

Varied [200 WP]
People accept the assortment of hobbies and eccentricities that make up your quirks with stunning ease. It doesn't matter if you got really into an old arcade game, or even went out and got a pet ostrich, people will chalk it up to "Jumper being Jumper" and may chuckle slightly but you won't face bullying for your eccentricities. And people who are into your hobbies or eccentricities will be excited when you reveal your interests.

An Adult [400 WP]
You are mature, though at a glance people mistake the fact that as an artist there is a part of you that is youthful and creative with the idea that you are childish. You know the many skills needed to be a successful adult in a modern American city, from cooking and cleaning to keeping bills paid and budgeting for groceries. You are also insightful and can help people stay creative while nudging them in the right direction for personal growth. Children and those younger than you react appropriately, and respectfully when you remind them of how old you really are.

Artistic Success [600 WP]
What does it mean, to you, for an artist to be successful? However you define it (and you can change this definition once per jump/once every 10 years, whichever comes sooner), you are capable of creating art that pushes you in that direction. If a successful artist is one who creates art that sells well, your art will get you paid. If a successful artist is one who provokes thought, your pieces will generate discussions and inspire analysis. If a successful artist is one who is seen, your work will go viral. This also serves as a potent booster to the overall quality of your art.

Host

Mom Friend [100 WP]
You radiate "Mom Friend" energy and are seen and understood as a nurturing caregiver for your friends. Your efforts to help them are boosted in effectiveness somewhat, and your friends are more accepting of your efforts to help them, letting you avoid some drama when you try to figure out what's going on that has them upset.

Wholesome [200 WP]

Like the traditional *Girl Next Door*, you have a powerful aura of wholesomeness. People think of you as pure and straight-laced, and this lets you get away with some surprising mischief.

Peacemaker [400 WP]
You are a skilled peacemaker, able to diffuse conflicts in both the short and long term with surprising ease. You have a presence about you that gets people to momentarily calm down and slide closer towards normalcy in ways that can get people to get along.

Universal Charisma [600 WP]
You have a level of presence and energy that makes you the center of attention whenever you walk into a room. This level of presence draws people's eyes and makes it incredibly easy for you to fit into starring roles in a variety of capacities. You are also a natural at moving others along and helping create opportunities for others to show off their better qualities. You'd make a killer host.

Best Friend

Sidekick [100 WP]
You aren't the sort to be the protagonist, but you are an exceptional second. You can provide meaningful emotional support for your best friend, cut through a lot of noise to reach them in their heart, and you have the skills to be a valuable partner to them in a lot of different endeavors. You and your best friend could go into business together, or even live together, and make it work.

Creative Backstory [200 WP]
You can easily and believably showcase a bizarre variety of skills and facets of your backstory. If you want you can edit your backstory and retroactively give yourself minor skills, such as speaking a language with some level of fluency, or gaining knowledge of an aspect of a different culture by giving yourself a reasonable link to said culture from before your time in a jump initiated.

Sensitivity [400 WP]
At your core you are as empathetic as you are tough. You can keenly sense other people's emotions, and you can use that to be mean or to be supportive. You also have a killer sense of comedic timing, letting you easily wingman other people be their comedic aid.

Benevolent Beating [600 WP]
You are quite capable of violence and are ready to resort to it; this serves as a powerful boost to all of your moments of violence improving your endurance, your fighting creativity, and your skill in a fight. This also gives damage you deal a sliding toggle that you can manipulate with a thought which lets you deal non-lethal damage with your blows. You are even tough enough to fight adults, as a teen.

Normally enacting violence on others would result in a range of consequences, depending on what precisely you did (and who was the subject of your beatings), but you have a powerful tendency to evade consequences. If those you use violence on deserve it, and if

you are committing violence for the right reasons (even if you are unintentionally targeting the wrong people, though this does minimize the effectiveness of this part of the perk) any consequences you face for your actions may well be slaps on the wrist, or even people rewarding you.

Neighbor

Boy Next Door [100 WP]
You are friendly, approachable, and generally pretty well-liked by your peers. You may have a talent or passion that is considered a bit unseemly, maybe even geeky, but that doesn't distract from your relative levels of popularity and indeed even attracts a certain kind of peer.

iSmart [200 WP]
You have classic booksmarts and can easily ace your classes. You are more than smart enough to get a 4.0 GPA with laughable ease and can even tutor other people to help them along, with this perk dramatically boosting both your intelligence and your ability to help other people excel at their classes.

Love Interest [400 WP]
You are a good long-term love interest, easily able to attract someone's attention over the course of a long period of time. In each jump you'll easily catch the eyes of multiple attractive members of your preferred gender(s), and you might well be the center of a love triangle! This also reduces how odd and off putting behaviors your romantically induced behaviors are, making you somewhat less likely to harm your chances to befriend and attract people you'd like to attract.

Tech Tyrant [600 WP]
You are a remarkable tech head, able to easily and near-effortlessly master any and all types of technology, particularly tech related to filming and things like video editing and other sorts of skills indispensable for a webshow. You also know of websites and other such things essential for actually broadcasting a website to its audience. You have the skills needed to make for a remarkable technical producer.

Villain

Charming Facade [100 WP]
You are quite charming and can easily trick people into being fond of you. This is especially powerful when you can do stuff like be anonymous or otherwise mask your true identity. You are quite persuasive, articulate, and know how to disarm people with words alone.

Accountability Escape [200 WP]
You sure are good at escaping responsibility for your actions! Somehow you have a way to wiggle out of being held accountable for your wicked actions. Whether you have to rely on being a child, or bribe some people, you will always be able to reduce any real attempts at holding you accountable for wrongdoing to performative slaps on your wrist. You are also remarkably quick-witted and know how to twist the law to your advantage.

Rue The Day [400 WP]
You are stunningly talented at revenge plots and wicked schemes to get back at people who've foiled and stymied you before. When you plot revenge schemes the chances they are successful get bolstered by how much you've been wronged by the party you're getting revenge on, and they all get somewhat boosted by your own pettiness.

Cyber Creep [600 WP]
You have a special skill when it comes to technology; you are great at using it to creep on and hamstring your foes. You can easily do all sorts of wicked tricks, like buy a website's URL and redirect it to your own website. You are quite clever when it comes to creative uses of digital and cyber tech, and when you incorporate them into your schemes your ability to pull off mischief takes on new angles.

Notable Guest Star

Eye Catching [100 WP]
You have a habit of making an impression on people. Something about you, when you first meet main characters, will rub off on them in ways that are dramatic and impressive, and usually positive. One thing's for sure; you'll be remembered.

Recurring Role [200 WP]
You have a curious skill at getting chances to meet with and interact with the central cast of a jump's setting. People pinged as main characters invariably find reasons to hang out with you and you are quite good at finding ways to be both liked and needed by such people, with their interactions with you invariably going in ways that favor you and give you opportunities to accompany them on adventures.

Special Talent [400 WP]
You have a special talent, perhaps you're a really good musician or you're a comedian, or you have a killer impression of someone popular, but whatever it is it's good enough to garner national attention if you're given an appropriate venue. You can change this talent each jump.

Captivating Presence [600 WP]
You have a hilarious and meme-like quality about you that enhances your effectiveness at doing things like interviews and other short-form exposures to you and your content. This makes you quite popular on talk-shows and gives you considerable talent at marketing yourself and catching people's eyes. With this a clever person can go from making one brief cameo to being a regular guest star, and a regular guest star can earn that coveted "Starring" credit.

Items
Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100wp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

iJumper [400 WP]
You initiate this jump, and all future jumps with some sort of equivalent to iCarly; a digital show of some sort that you run that has a very healthy audience. You can certainly find ways to leverage this into future influence and a viable career, even if it's just starting off at the time you begin this jump.

Artist

Art Supplies [100 WP]
You own a large set of art supplies, all of which enhance the quality of any art you make using them. This set of art supplies also replenishes over time and between uses.

Law Textbook [200 WP]
You own a textbook from a law school. Whenever you reread it you are filled with the knowledge of what the book says and temporarily gain knowledge related to the law. This knowledge persists for a few days, and once you've done this the book needs about a month to recharge. This updates in future jumps, and the knowledge you have will be sufficient to give yourself or your loved ones an adequate defense in a court, and to scare people who don't have lawyers.

Apartment [400 WP]
You are the owner of a weirdly large and well-furnished apartment. This apartment follows you to future jumps and retains changes, as well as never costs you a dime to maintain, and it has plenty of rooms from multiple bedrooms to a large art studio that can easily be repurposed.

Host

Bedroom [100 WP]
You have a bedroom that perfectly captures your personality and is adequately sized to fit your needs. This bedroom is fireproof and is otherwise invulnerable to long term harm, and minorly changes to suit you over time. This bedroom will be decorated as opulently as you wish, and in future jumps it is safely tucked away inside of your warehouse, unless you opt

to import it into a place. People will fully accept that it is yours, and no one will question how odd it is that you have it unless you yourself point out how weird it is.

Penny-Tees [200 WP]
This item is a two parter. The first part is that you have a set of shirts that have quotes you've said on them, for all ages and you can give away for free. The second part of this item is that you are also the owner of a business that makes and sells penny-tees, though yours is made by adults who get paid and treated well.

Wealthy Family [400 WP]
You come from a decently wealthy family. This family will often help you do more than just get by, and you can expect a lot of the privileges of wealth, and at least a few times a year you can expect to get a good deal of money (special occasions like your birthday and Christmas, if it is celebrated in the jumps you visit in the future). These individuals will also appear a few times a year during your time here, and in future jumps, if you'd allow it.

Best Friend

Leather Jacket [100 WP]
You have a leather jacket, and other such clothing, that you can easily don to look more intimidating. These clothes will self-repair, always be clean and comfortable, and can get you both respect and fear from those around you.

Buttersock [200 WP]
You have a sock filled with a refrigerated stick of butter. This odd device is an effective weapon, one you can easily hide and summon out of nowhere, and it is effective against even groups of enemies and is great at knocking people out.

Motorcycle [400 WP]
You own and can drive a motorcycle. This is a mean machine and you know how to drive it incredibly skillfully. You have all the proper paperwork and the required safety equipment, such as a helmet. This motorcycle comes with standard fiat-backing for such things with self-repairing qualities and with infinite fuel.

Neighbor

Fencing Gear [100 WP]
You have all of the protective and offensive equipment to be a champion fencer, including a foil that temporarily boosts your skills when it comes to fencing with a touch. This foil can be used as a non-lethal weapon if you wish, and you can summon it at any time.

Normal Apartment [200 WP]
You and your family live in a normal sized apartment in the Bushwell Plaza apartment complex. This is not the same as the weirdly large Shay apartment, but is still a quite nice apartment decorated in ways that reflect your personality and has space for your family as well as yourself. This apartment follows you into future jumps and you can import it into apartment complexes in the future (or leave it in your warehouse, if you want).

Filming Equipment [400 WP]
You have all of the equipment needed to successfully and skillfully film a webshow. This includes cameras, and laptops fitted with the proper specs to allow you to stream high-quality content across the web. All of this gear is fiat-backed, and will upgrade as you explore different settings, while never downgrading in quality if you go to a time with worse digital equipment than your gear.

Villain

Signature Wardrobe [100 WP]
You have a wardrobe of custom-made, good-looking formal and semi-formal clothing. These clothes will always look nice and will be comfortable, morphing to suit your alt-form as necessary, and they'll help you make a good impression, particularly in professional settings.

Haberdashery [200 WP]
You are now the owner of your very own haberdashery; a store that sells men's accessories such as wallets, hats, buttons, belts, ribbons, and zippers. This store will be well-managed in your stead by a competent manager and it will always be at least somewhat profitable.

Jumperocity dot com[400 WP]
You are the owner of a successful website where you can write blog posts, review web content, or do other such things. Your website gets hundreds of thousands of views a week, and you can certainly find ways to leverage that to your own ends, be it using it to get money from advertisers or using it to signal boost products and causes you enjoy.

Notable Guest Stars

Plot Device [100 WP]
You are the owner of a nebulous item that is tied to the plot in some way. You could have accidentally gotten the URL for the iCarly website. This item will be nebulous until you opt to have it be used; when it's used it'll take on a more concrete form which will make it a plot essential device of some sort that attracts the attention of the main characters of a setting. This can be used three times per jump, or per 10 years (whichever comes first).

Miscellaneous Device [200 WP]
You are the owner of something small, perhaps a pear phone or a perfected techfoot (one that isn't faulty and has, among other things, built-in, functional wifi). This could also be an iWeb Award, or other such novelty which would appropriately boost the fame of your internet creations and enhance the size of your audience.

Big Business [400 WP]
You are a proper businessperson of some sort. You could be the owner of a big TV network, or the head of a large business, and that TV network or big business follows you along your chain. You can select what sort of business you own when you select this item.

Companions

Companions can purchase more companions.

Companion Import/Creation [50-200]
So you want to create your own cast and crew? Well import a single companion into any origin for 50wp each or eight for 200wp. This option also lets you create custom companions who join you are the start of your jump and who have perks and items of their own. Whether they are created or imported, both peeps in this section get a standard 600wp budget and can pick any origin they wish.

Specific Canon Character [50 WP]
You want a best friend here to go on your chain with you? You got it! What about a neighbor? They can come along too! With this, you can get any character from the show to come with you. Canon characters to whom origins correspond come with their perks and items. If you pay the cost here and can persuade someone to join you, they become companions you can import into future jumps.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, and perks as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 WP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **You can use this to visit a world wherein iCarly is a show and spend your decade there.**

It's All Real [+0 WP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 WP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the iCarly universe you're about to enter.

Extended Stay [+100 WP]
For each purchase of this your time here is extended 10 years. You can purchase this up to 3 times for points, and can continue to use it to extend your stay as you see fit.

No Privacy [+100 WP]
You have no privacy, at least while online. You may not even realize it at first, but somehow your luck is just cursed and you'll frequently make minor mistakes that let people know what you're looking for online and this can be quite embarrassing.

Everybody's A Critic [+100 WP]
In this world of online content and social media people are just a bit meaner, a bit more harsh, and less willing to be fair. Also this makes people's opinions of you hurt just a little bit.

Social Concerns [+200 WP]
You are overly, dangerously concerned with what your peers think of you. You will constantly try to improve your social status and be willing to lie for the sake of improving your clout.

Distant Family [+200 WP]
Somehow your family is always busy, at least when it comes to stuff you care about. Your family will always put you second, if that, which will never fail to emotionally hurt at least a little.

Romance Troubles [+200 WP]
You will both find yourself more interested in romance and find that your luck when it comes to dating is just miserable. While there may well be plenty of fish in the sea, for you the waters themselves seem rotten and you struggle to find people worth dating in the long term.

Criminal Misconduct [+400 WP]
You have awful luck. People accuse you of all sorts of criminal misdeeds, and other people believe them! You'll frequently get punished for things you didn't do, both due to the actions of bullies and due to people just not trusting you. These punishments will never be incredibly severe, unless you actually commit a crime and get caught, but the punishments will add up.

Help Needed [+400 WP]
Throughout your stay in this jump you will find that you need to keep working. Circumstances will never fail to arise that demand that you get a job and that you put in the hours to stay housed, fed, and generally alright.

Plot Conflicts [+400 WP]
Somehow many of the same shenanigans that Carly and the gang get into will find their ways to you. Maybe you accidentally piss off an MMA fighter, or get an obsessive fan, or get tricked into signing contracts that strip you of your creative freedom, but the same sorts of

conflicts that Carly Shay and her friends get up to will find ways to affect you in your day to day life.

Lockdown [+600 WP]
You have no **Out Of Context** items, powers, or warehouse.

Rue The Day [+600 WP]
Somehow, for some reason, Nevel Amadeus Papperman does NOT like you. He'll do everything he can to make your life here suck, and he cannot be permanently dealt with supernaturally. Be prepared to deal with the meanest and most petty tiny tyrant of late 2000s Nickelodeon, because Nevel does not mess around anymore, he'll do everything from create primitive deep fakes of you to try and steal your websites or homework, anything to mess with you and make your day worse. He is determined to bully you and to be your worst enemy and he will not stop.

Audience Matters [+600 WP]
Good luck jumper, because now you'll need to run and maintain a successful webshow. Every year you're here you'll be tasked with getting an audience to spend a gradually increasing number of hours a year on your websites. If you fail you face increasingly strict penalties, and if you fail three times you fail this jump (but not your chain, unless you want an extra 200 WP tacked onto this, but this also increases how fast the number of hours people need to spend on your website every year).

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-This was created and shared to my WIP subfolder on October 16th, 2024
-This jump was completed on November 13th, 2024
-If you want to go to a world where Nickelodeon is a thing, for some reason, check out the **Another Universe** toggle.