Way, way back in the 1980s
Secret government employees
Dug up famous guys and ladies
And made amusing genetic copies.

Now the clones are sexy teens now
They're gonna make it if they try
Loving, learning, sharing, judging
Time to laugh and shiver and
Cry.



Welcome to the world of Clone High, an animated parody of late 90s teen-dramas from the 2000s staring a bunch of clones of historical figures going through a high school run by the completely insane scientist who made them. For the next 10 years you will stay in this world, in a Late 90s/Early 00s America slightly similar to the one you may be familiar with.

You start with 1000 Clone Points (CP) to spend on perks, items, and companions, and you start your time here on the day of the new school year when the show starts, just across the street from Clone High High School, located in the small town of Exclamation!, USA (no state given).

BACKGROUNDS

Choose from one of the following backgrounds to determine your already established history and memories in this world. If you wish, you may "Drop In" to any background, forgoing the new memories and history if you so choose. By default, you will be of the same sex as you were in your previous jump, but you may pay 50 CP to change to a new one if you so choose

Student

You're one of the students at Clone High, a clone of a famous historic/pseudohistorical figure of the same sex as you, as determined by who you choose for the Clone perk. Your starting age is anywhere from 14-18, and you will be enrolled at Clone High at the appropriate grade level for your age. Should you take this background as a drop-in, don't worry. You will be given a free student file placed in the database, though chances are if anyone (who isn't Scudworth) were to look too deeply into it they might find that it looks almost fake.

Faculty

There's more to Clone High than just the students. Whether you're one of the school staff that helps run the school proper, or one of the foster parents who raises the kids, you're one of the adults that help keep this whole program working. Your starting age is anywhere from your early 30s to your 60s.

Celebrity Guest

Being a parody of teen-dramas, Clone High is absolutely filled with celebrity guests that appear in the story, from Marilyn Manson to John Stamos. You yourself are now one such celebrity, a famous person in this world who, for some reason or another, has arrived in the town of Exclamation, USA. Your starting ages is anywhere from your early 20s to your 50s.

Perks

Perks for their associated background come at a 50% discount, save for the 100 cp perks, which are free for their respective backgrounds.

Student

Clone (100, Mandatory for Students)

All students at Clone High are, obviously, clones. Just like the students you yourself are now a near-perfect genetic clone of a famous historical/pseudohistorical (such as Jesus or Moses, for example) figure of the same sex as you. Your physical appearance is nearly identical to your progenitor (though you may of course choose to apply nongenetic changes like different haircuts, dyes, or piercings within what is reasonable for your typical teenager). And your genetics are a perfect match as well. You may choose a historical figure who has already been shown in the series, in which case you do not replace them in the series, as there have been shown to be twin clones existing, such as is the case with the Elvis Twins.
If you are not a Student, then you are given a bit of leeway in this option. You are no longer limited to being a famous historical figure, and may instead be a clone of any person who could feasibly exist, such as a modern celebrity, a normal person, or even a hybridized clone of animal such as how Mr. Sheepman is a hybridized clone of a sheep. Regardless of background, after this jump your clone form will become another Alt-form for your jumper to use.

Sad Hands (200)

Sometimes a person can be so filled with emotion that words are unable to properly convey it. Luckily that's what this hand gesture is for. When you're feeling emotional and wish to communicate the extent of it, all you have to do is look into that persona's eyes, and give them this hand gesture, and they will know perfectly what emotions you are feeling right now.

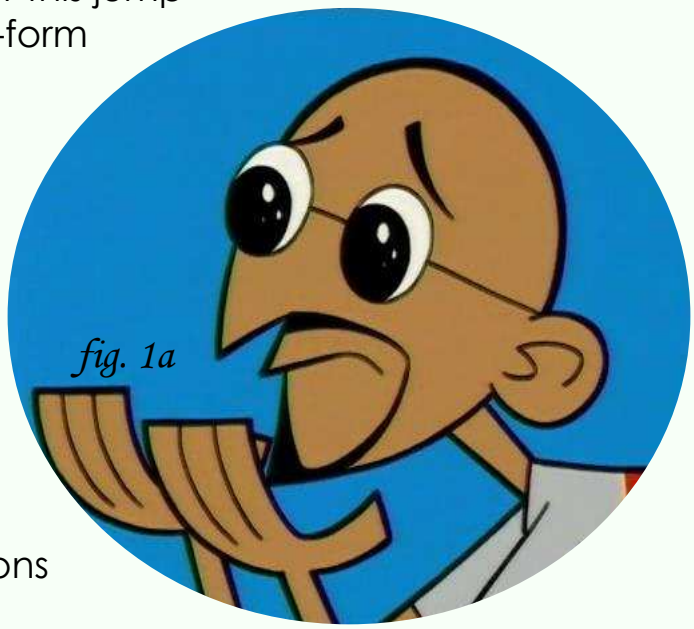


fig. 1a

Don't Tell Paul Revere (400)

The students at clone high are, just like any group of teens, prone to engaging in rumors and following dumb trends. You know how to manipulate this, and are able to start and spread rumors that can penetrate every corner of a school within one day. You can also use this to start trends and fads, such as influencing your fellow youths to take up smoking raisins if you wish.

Perfect Clone (600)

Most of the clones at this school are complete failures, unable to properly live up to the legacy of their genetic sires. There are, however, some exceptions to this trend who not only meet but also exceed the expectations of their progenitors, such as George Washington Carver and JFK. With this perk, you gain the skill and ability of your progenitor in one of their major skills (whether it be science, charisma, or the like). Not only that, but you gain the potential to further develop and exceed in this skill beyond what they could accomplish. If you are not a clone, then this effect applies to one of your biological parents.

In future jumps (regardless of background), you may have this apply to any new biological parents or genetic progenitors that you gain in that jump.



fig. 16

Faculty

PTA Member (100)

At the end of the day, one of the reasons why you're part of this program is because someone for some reason thought they could trust you with the growth and development of these clones, regardless of if you're actually competent in this regard at all. With this perk, you give off a basic impression to people that you're reasonable and can be trusted with children and teenagers. Please note that this won't help if they find overwhelming evidence towards the contrary, it just helps with first impressions and for maintaining this trust so long as nothing contrary comes to light.



fig. 1c

Verb the Adjective Noun (200)

As an adult, there may come a time when a sad or confused teenager may come to you for advice on what to do with their emotional and confusing lives. While your advice may be questionable, with this perk they will at least listen to and seriously consider whatever advice or counseling you provide them, as long as you're providing it seriously and not just giving them an empty platitude.

On Thin Ice (400)

It's amazing that the Shadowy Board kept Scudworth around as the head of the Clone Project for as long as they did, considering how incredibly insane and untrustworthy he is. Now just like Scudworth, you too have a skill for avoiding getting in trouble with authority figures. Now most organizations and cabals, even ones you work for, will ignore you so long as there is no incontrovertible recorded evidence of you opposing or undermining them (such as a VHS tape of you detailing your evil plan). While suspicious activity may make them concerned and result in them trying to investigate your behavior, so long as they don't have solid dirt against you, they won't take actions against you.

Cloneticist (600)

While Scudworth may be completely insane and inept at most things, there is no denying that he is still a skilled geneticist and overall scientist. You are now his intellectual equal in this field, having the knowledge and skill to make your own clones and genetically engineered entities if given enough funding and resources. Eventually, with enough practice and resources you may even be able to create your own genetically engineered superhumans, like the ones that attend GESH.

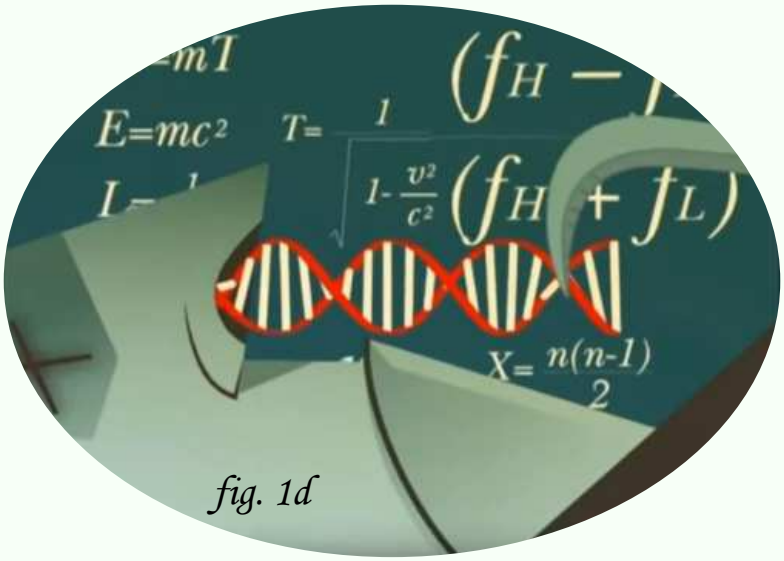


fig. 1d

Celebrity Guest

Fame (100)

It's hard to be a celebrity guest without being a celebrity. With this perk, you gain a measure of fame for one reason or another, either as a musician, actor, comedian, or something else. When you arrive people will automatically recognize who you are and be left excited to see and hear what you have to say. This will apply to any celebrity identities you may have in future jumps.

If you're a drop-in (either of this or future jumps), this perk works slightly differently, in that it will instead help you develop and cultivate a level of fame around yourself based on your action and achievements until it becomes sufficient enough for this perk to act as normal.

Musical Number (200)

Many of the celebrity guests that appear in Clone High tend to have some kind of musical number associated with them, such as with Marilyn Manson and Jack Black. You yourself are good at inspiring people to break out into son, getting people to join you in a sub-Disney level musical numbers or performances, which can sometimes be used to your advantage such as tricking a SWAT raid into joining in a large conga line. Don't worry about not being good at music and dance yourself, you don't have to be.



fig. 1e

Are You Jumper? (400)

Sometimes your fame may be more of a hindrance than a help. With this perk, you've become good at disguising yourself as someone more innocuous. Further, should someone try to ask and sus out your real identity, you're good at asserting the illusion and assuring them that you only just look similar to your real identity, much like how Mandy Moore was able to trick people into thinking she was just a random hobo.

Nothing Below the Eyebrows (600)

Did you know that all celebrities are completely hairless? Eyebrows and the like are actually added in editing to make the right facial expressions. Somehow though this is able to work and function in real life though, as shown by Ashley Angel. How does that work? Don't ask questions, especially since you'll have this same feature with this perk. You may now, have your eyebrows and other body hair and markings be made "editable", such that you can change their presences, shape, and color at will and even allow them to move about in very weird and unnatural ways.

Items

Items for their associated background come at a 50% discount, save for the 100 cp items, which are free for their respective backgrounds.

Undiscounted



fig. 2a

X-Stream Blu (50 each)

For the lowly price of 50 cp, you'll get a large 5ftx5ft crate filled with drink packs of X-Stream Blu Sports Snack. Please keep in mind that X-Stream Blu isn't an actual sports snack, it is just pancake batter and blue house paint. Should you completely empty the crate, it will be refilled within a week. When refilled it may or may not give off the sound of a guitar sting.

Student

Loser Keg (100)

Looks like Jumper brought the booze…except not really. This large keg contains about 20 gallons of non-alcoholic beer and refills itself once a week. The beer, despite not being intoxicating, is nearly impossible to tell apart from regular beer, so chances are you could pass this stuff as the real deal and people won't be able to tell the difference for at least a couple of hours.

Radio Retainer (200)


fig. 2b

This otherwise innocuous dental retainer has a little surprise: it can pick up radio waves. It can be tuned to pick up the signal from radio stations, allowing you to have the sounds broadcasted directly into your head for you alone to hear. You can also open your mouth while using it to act as a small makeshift speaker to play those stations out loud. Comes with a plastic retainer case and instructions on how to tune it to different frequencies.

Fireproof Film Set (400)

Everyone needs a chance to express themselves, and for some they prefer to express themselves through film. You now own some filming equipment: a decent though not great camera, several reels of film that replenish every week, and the tools needed to develop and edit the film. What sets this equipment apart from others though is it has one strange quirk: It's all completely fireproof. Even the film, which will actually instead expand after exposure to fire."



fig. 2c

Clone Home (600)

The house where you live, located right here in the lovely Exclamation, USA (Flood and Fire Insurance included). This 2-story house may seem like a typical piece of suburbia on the outside, but inside it has many surprisingly advanced amenities, some of which you may not have expected for the time period. It comes with an advanced voice-activated VCR capable of zooming into and enhancing the images on the television screen, a voice activated house phone, and a recording studio as well. After this jump, you may either attach this house to one of your other properties, or import it into an appropriate location in the next jump.

Faculty

Cardigan (100)

Your very own replica of Mr. Butlertron's magic cardigan. Wearing this lovely sweater vest will make people feel more comfortable around you and more willing to open up and express their feelings towards you. It is also self-cleaning/repairing.

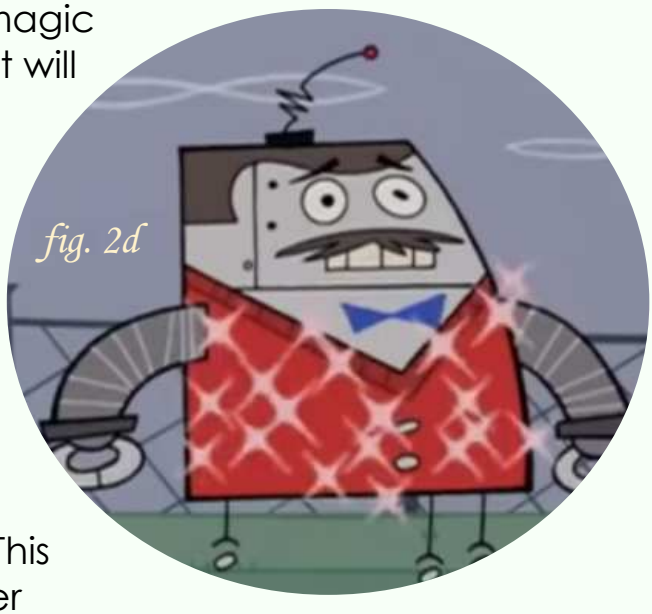


fig. 2d

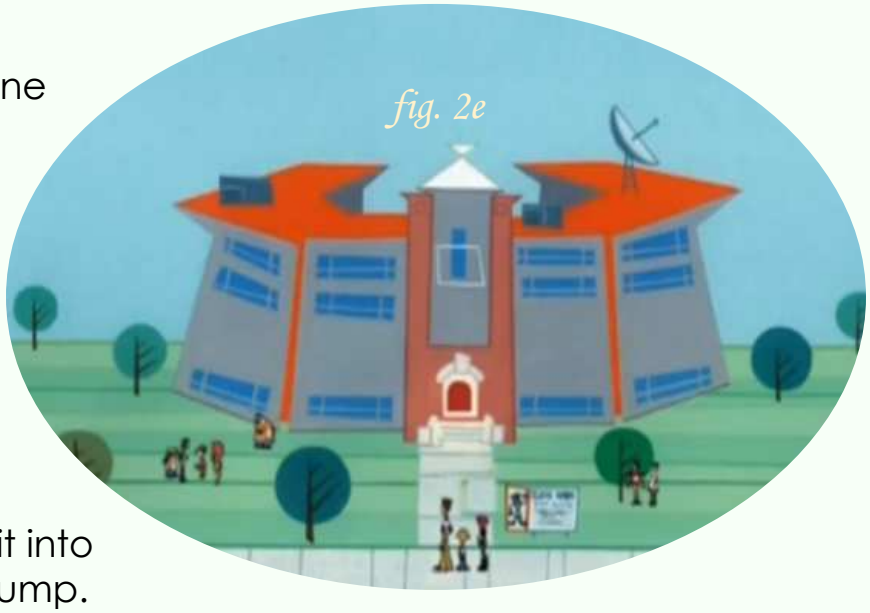
Butlertron (200)

Congrats, you now have your very own robotic servant. This robot can either possess "bucket on wheel" look chassis like Mr. Butlertron has, or they can be a small robot pet animal like Cybo-Pooch. This robotic companion is trained in all manner housekeeping duties such as cleaning and tea preparations. Also, they may or may not also refer to everyone as "Wesley" or a similar name, your choice. If you already possess a robotic/mechanical servant or companion, you may choose to import them into this role instead, giving them the housekeeping programming normally entailed in the perk.

#2 Generator (400)

This generator, of the same design used to create the test-grading/world domination device Scangrade, is capable of storing and generating energy by processing the graphite from #2 pencils. How much energy it produces per pound of graphite is not made clear, however what is known is that Scangrade was able to use it to amass enough power from 50 years of national standardized scantron tests to supposedly be able to "take over the world", so you can be sure that its energy storage capacities are significant. This generator also comes with schematics to repair your generator, or even make your own with enough funding and resources. Just remember: #2 pencil lead only. #3 will just clog up the system.

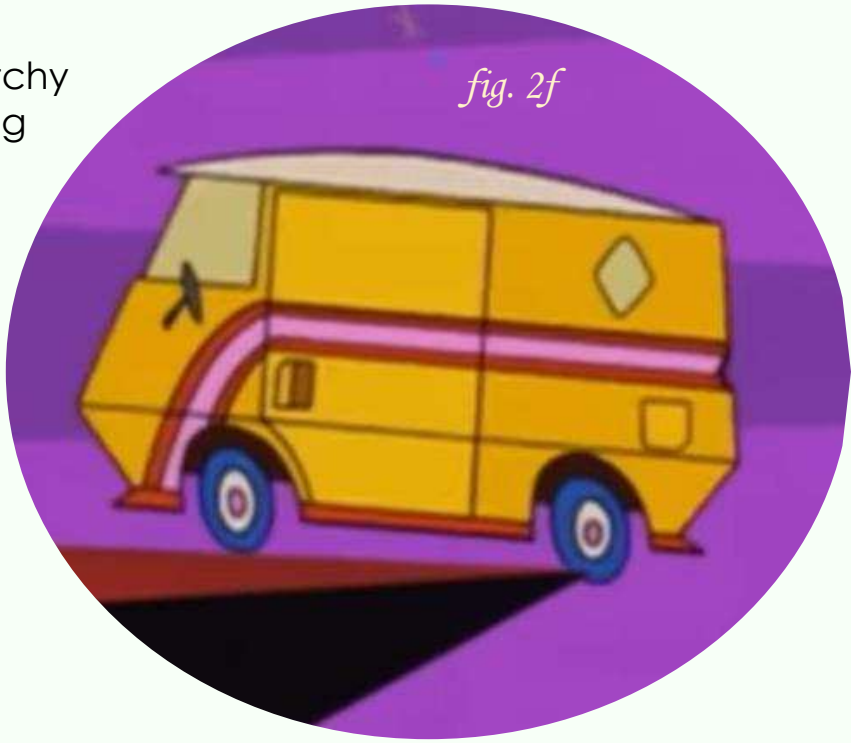
Clone High (600)
The namesake of the series, Clone High High School, and you now have legal ownership of it, giving you access to both its normal school facilities as well as the genetic laboratory and death maze hidden beneath the school. After this jump you may take this building with you, either attaching it to another piece of property, or importing it into an appropriate location in the jump.


fig. 2e

Celebrity Guest

Bag of Raisins (100)
Sun nuggets. Solar babies. La uva loca. California's finest, all for you to smoke-a. You have a large burlap sack full of raisins, all for you to do what you wish with. After emptied, the sack is refilled the next day.

Sketchy Van (200)
You now own your very own sketchy panel van. This van, despite being obviously suspicious, will not garner any special attention from bystanders even should it have a loud or faulty muffler or be seemingly driven without a driver. This van also has special all-terrain wheels that will allow you to drive up sheer vertical surfaces. Overall, it is the perfect vehicle for robbing someone's house blind on Snowflake Day.


fig. 2f

Big Green Book (400)

At first reading, this book first appears as a moderately sized book on how to deal with ADD/ADHD. However, over time as you encounter different people with different types of neurodivergence or insanity, this book will update, adding new chapters to itself and giving you advice and instructions on how to deal with people suffering form that particular type of mania or mental disorder.

Canadian Beach Resort (600)

Ashley Angel isn't the only one with access to a beautiful coastal resort. You are now the owner of your own private beach resort on the sunny coasts of Canada, complete with a large resort house and enough space to run a spring break dance academy.



fig. 2g

Companions

Here are some options for bringing or gaining companions in this jump.

Canon Companion (50 each)

Perhaps one of the colorful characters here has grown on you, and you now desire to take them with you into the great beyond. With this option, you may select a single canon character in this series and make them into a companion. Please note, that the person you choose must willingly decide to follow you and become your companion to be eligible.

Import/Create (50 each, 200)

Already have a companion in mind that you want to import into this world? Or perhaps you want your own OC such as your foster family to join? With each purchase of this option, you may import or create a new companion into this jump. Companions brought in or created in this way have a 600cp budget to spend on items and perks, though they may not purchase any companions themselves.



fig. 3a

Drawbacks

These drawbacks can be taken to increase the challenge you may face in this world in exchange for an appropriate amount of CP. You may take as many drawbacks as you wish.

Grossly Mutated (+100)

Perhaps your DNA was damaged by radiation like Marie Curie. Or maybe you're just unusually ugly. With this perk you are now absolutely hideous. Most people of the opposite gender won't want to associate with you, and no amount of beauty perks or cosmetic surgery will be able to help.



fig. 4a

I Like Your Funny Words (+100)

You're honestly not the sharpest knife in the drawer. Regardless of what your intellect may have once been, you're now an idiot like most of the cast of this show, being naïve, easily pressured and convinced, often completely oblivious to problems around you, and prone to forget lessons you learned less than a minute ago. Luckily since you're now closer to the average it's unlikely that you'll be significantly disadvantaged compared to the rest of your peers, but you'll never be able to improve things or rock the boat without someone making decisions for you.

ADD (+200)

Congrats, you now have ADD, as well as ADHD (its hyperactive cousin). What does this mean specifically? It means you're now a spazz with poor impulse control and a short attention span just like a certain clone of Ghandi. And no, Adderall and other medication won't help.

I May Be Blind (+200)

No "but's, you're completely blind. You don't even have any eyeballs in your sockets anymore. This blindness can not be fixed with regeneration perks or powers, and any attempt to install replacements or prosthetics to fix your blindness will inevitably fail.

Going Stag (+400)

It could be your personality, it could be rumors, but regardless of the cause its fact that you can't get a date. For some reason people of your preferred gender find you absolutely unbearable, and the vast majority of them would not even entertain the notion of ever going out with you. If you want to get any kind of romantic relationship, you're going to have to both work exceedingly hard on your own image and your personal relationships with others near constantly, and even then only a few people still will be interested in you. This drawback will also affect how you are perceived by your own companions as well for the duration of the jump.

Simpraham (+400)

There is one person in this world among your peers that you are absolutely obsessed with. You will constantly do everything in your power to please and satisfy this person, even to your own detriment and harm. Even worse, this person is the one most likely to abuse and exploit this obsession of yours for their own benefit, and will keep stringing you along for as long as they feel it would be beneficial to them. Enjoy your new life as a complete simp.

Try And Catch Me, Bitch! (+600)

You seem to have caught the ire of some malicious small animal, such as Skunky-Poo or Krabby Cakes. This small creature, possessing of inhumanly wicked cunning and malice, will do everything they can to menace you and cause you strife and pain. Expect to be embroiled in lots of Looney Toons-esque chicanery, which may be a problem unless you have extreme durability or regeneration, you may end up horribly injured or maimed. Should you manage to kill your tormentor, a new one will appear to keep torturing you within a week's time.



fig. 46

A Rope of Sand (+600)

Lets be real for a second, underneath the comedic appearance of the series, the setting of Clone High is rather dark. You have a mysterious government organization running their own cloning program, you have a sister school where they're making genetically engineered super-soldiers and is overseen by an actual cannibal, government sanctioned amusement parks use Spanish speaking robots and are marketed almost exclusively to Mexicans, the UN has made all celebration of religious holidays illegal and replaced Christmas with a overly commercial alternative about tacos and pirates, and the greeting card industry has hired assassins that kill anyone who talks shit about this new holiday.

With this drawback, this stuff will no longer be a joke, it will all be played seriously. This will end the series' nature as a comedy and instead play all this dystopian stuff seriously. The world will be darker, grimmer, The Board of Shadowy Figures and their extensions will be a more active and malicious force in the world, Scudworth is now more criminally insane and actually competent, various other federally backed corporations will have private assassins, etc. Be careful Jumper, should any of these people learn of your true nature, who knows what they may try to do to manipulate, kidnap, or silence you to secure their grip over the world.

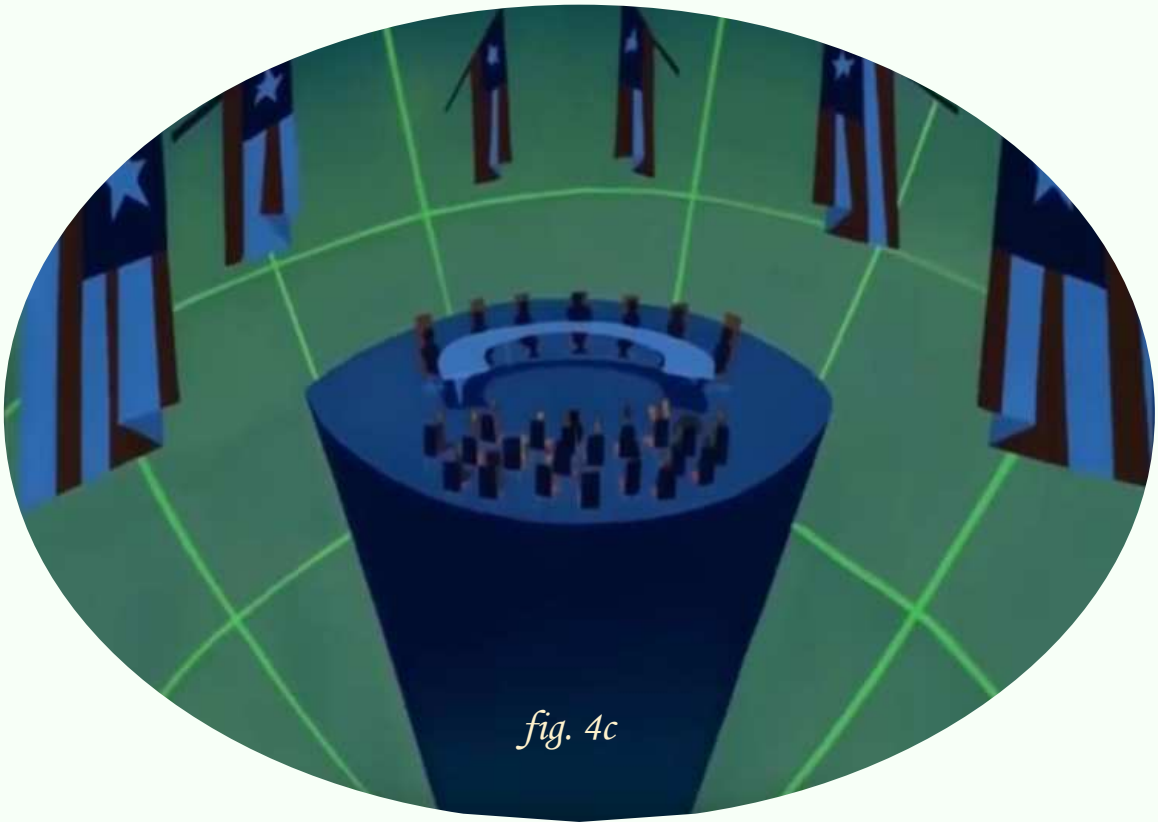


fig. 4c

Closing

It has been 10 years since you arrived in this strange yet familiar world, your Jump has ended. And now, as is custom, your drawbacks shall be lifted and you must make a choice about where to go from here.

Next Time, On A Very Special Episode

You still got more miles to go before your journey ends, Jumper. Taking your perks, items, properties, and companions with you, its time for you to proceed onto the next Jump on your chain.

Can We Start, Start, Over?

Perhaps you've had enough of your journey so far? Very well, you may leave this insane world and return back home to your origin, taking all the power, items, properties, and companions you've accumulated with you back home and ending your Chain. Perhaps, with all your journeying, you may have grown wiser and are ready to start your life over again.

And It's Never Very Far

It seems you've grown fond of this weird and wacky world, and are ready to retire. With this your Chain is ended, and you stay here in the world of Clone High, settling down with all your collected perks, items, properties, and companions.

Special thanks to /jc/ and the wonderful anons there for their help and advice
Note: I do not have a discord, reddit, QQ or SB. If you see this jump posted to those places, it was not posted by me.