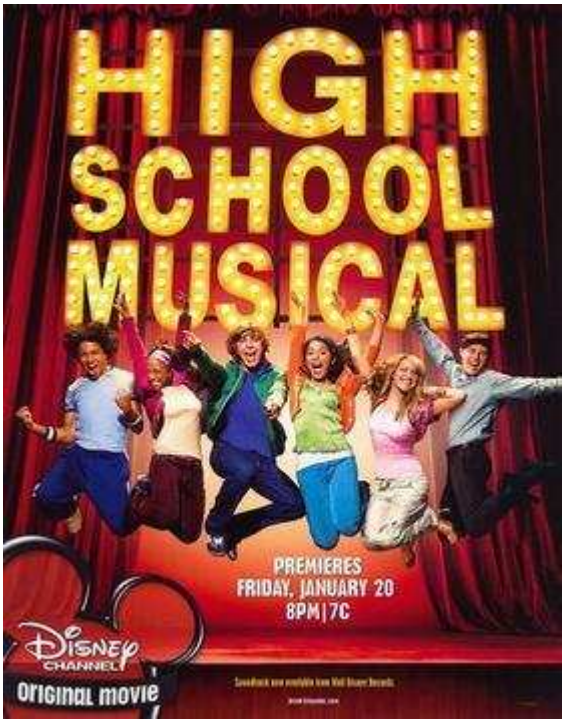


High School Musical Jump

v1.0
by LJGV

December 31st, 2005,
That's when our story starts, wildcat. You find yourself in a ski lodge, somewhere in the American southwest. You are minutes from going to a teen-party, possibly as a chaperone, and beginning a journey which will last an exceptionally short period of time, barring drawbacks, at only a few months from December until June. In the meantime you'll get to experience the wonders of musical theater, and surprisingly intricate sports choreography.
Take **1000 Wildcat Points** to fund your adventures.

Special Note:

This is a VERY unusual jump as it is intended to last the length of the movie AND the remainder of the school year. You could of course ignore this and take an instance of the extended stay drawback (the first of which will extend this jump to the full ten years which is the standard in jumps), in which case you're free to choose whether or not the events of the rest of the movies would play out OR if you're inventing a wholly new canon, but the intent behind this jump from the jump maker's POV is for this jump to last from December 31st, 2005 until June of 2006.

Starting Location
This is a bit unusual, but there's actually only one starting location in this jump: the ski lodge where the movie's story starts off. Have fun! If you listen carefully you might hear two unusually talented singers discovering a burgeoning passion for music… And an even more pressing passion for each other. Or, you could BE one of the two aforementioned singers. Either way, know that the next few months will be quite busy.
Please note: If you are a wildcat or a freaky genius then you will be one of the two singers, unless you use perks to evade notice or prevent the singing from occurring.

Age and Gender

Your age is dependent on your origin. If you are a teacher you need to roll for your age, using 2d20s+18, and if you have any of the non-teacher origins you're 16.
By default your gender is whatever you were previously.
It is **50 WP** each to freely choose your own age, if you are a teacher.

Origins

Artsy Teacher
You are a qualified, somewhat experienced teacher of the creative arts (You're at least not a first year teacher). You could also teach English, if you wanted.

Wildcat
You are a student-athelete, one with enormous skill and you come from a mysteriously wealthy family. In a sport of your choice you are prodigiously talented, and you are only moderately less skilled at other sports so long as it'd be reasonably expected for you to have played them growing up. So you're solid at swimming, but as an example you probably aren't an ace at Pok-A-Tok, more informally known as the Mayan Ball Game. That said, if you started playing it with any level of regularity you'd become good at a very rapid pace.

Freaky Genius
Oh hey, a new kid (probably). You're an academic whiz and talented at fields of study that require extensive amounts of rote memorization. You also have a lovely voice, though you have spent your life with a crippling stage fright that you only overcome when put on the spot and are entirely unprepared to sing or otherwise perform. If you wish, you could enter this setting with a fresh slate as a virtual unknown, or you could be an established part of the East High social ecosystem.

Talented Twin
You are a star. You have a twin, and the two of you are capable of fantastic displays of acting and creative talent. You've also dominated the high school musical scene with your sibling, to the point of the two of you having played romantic leads which, somehow, doesn't bother anyone. This does not make you an Evans, unless you would want it to.

Perks

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

General [Undiscounted]

Continuity! [Free]
This is a special perk. It is intended to be used in conjunction with jumps for *High School Musical 2*, *High School Musical 3,* and *High School Musical: The Musical; The Series* but it can be used in any setting you have visited more than once. This allows you to be remembered to the degree you would wish to be remembered by people who saw you in a past jump and are now seeing you in this one, so long as you are not utilizing time-whiney shenanigans or alternative universes. In those cases once you meet people their other selves can have dreams and vague feelings about you, but the real power is if you go to jumps that sequentially, linearly follow each other and feature the same characters. Those people can remember you as clearly as you wish, allowing your friendships to persist across jumps even without companion-ing people, in some slightly controlled scenarios.

A Star (Of The Disney Variety) [Free]
You can carry a tune and do a little dance well enough to be at least a supporting character in a mid-2000s Disney movie or show. With just this you aren't going to take the musical world by storm, but you're good enough to be able to sing and dance at a professional level and could easily get a job as entertainment at a hotel, cruise, or entertainment venue as well as work as a backup singer for even world-class acts.

Disney Looks [100 WP]
You're liable to be a teen hearthrob with looks like these. You have a naturally youthful look that will keep you looking a touch younger than your actual, in-jump age at any point in your life after your early childhood, and you with this you can easily get a job at a network like Disney or Nickelodeon in the future, able to leverage your looks and star quality to become a decently popular actor who is very popular with young audiences.

Indiscriminate [200 WP]
In various movies for kids and teens there is a bizarre trend for there to be hyper-self-segregated cliques. In fact one of the central conflicts for these kinds of movies is the fact that these cliques tend to be so self-regulatory and insular that they aggressively reject even the most well-meaning and inoffensive entrances into their spaces. Well you can avoid that trend here, and in future jumps. You are both capable of creating friendly, warm, indiscriminate spaces, and you can easily hop between groups so long as they are not openly warring against each other.

Musical Logic [400 WP]
This is a Capstone Booster
This is a musical world. As such it's fitting that it, and now, as a jumper, you are affected by musical logic. With this, when you burst into song it has subtle but powerful effects on the world around you. There's little things, like your companions and those nearby responding in kind to your music (and knowing appropriate choreography to magnify the effects of your music), and not so little things such as your actions being amplified in ways related to the music you're singing. The amplification effects are minor on other people, but decidedly less so when focused inward and when used in conjunction with

individual actions. If this is used while training or while doing something directly it will significantly boost the results of your actions or involvement. You can use this to train more effectively, or to perform something better than you would otherwise, but if you try to use it to teach someone the effects won't be quite as strong, as an example. This is also an uncapper with regards to all facets of music.

Artsy Teacher

Teaching Is My Dayjob [100 WP]
And that's okay. You are still a more than adequate educator, and you have enough skills AND speed when it comes to doing the vital and normally unseen back-end work involved in teaching such as grading papers and preparing lesson plans to have a meaningful life outside of your job. You are skilled at every aspect of teaching, from the actual act of conveying knowledge to students to fairly grading their work and administering effective discipline for their sometimes rowdy actions.

Creative Discipline [200 WP]
You are a master when it comes to administering effective, unusual punishments and to smartly rewarding good behavior. Your punishments are NOT cruel but they are different, such as, in this jump at least, requiring students to come and see a school club you oversee while performing an important service for said clubs. On occasion you'll even find some students being inspired by the clubs you oversee and who may come back and participate in said club's activities.

Impartial Eye [400 WP]
Part of being a good teacher, and a smart advisor, is having an impartial eye for talent and for potential. You are exceptional at this, and you are not blinded by nostalgia or cowed into stagnation by tradition. You'll be ready and willing to impartially give newcomers a chance to prove themselves and you'll quickly develop a solid and reliable track-record when it comes to this, enough to be trusted and respected when in a position over others and tasked with things like nominating people for positions or promotions.

Understanding [600 WP]
Teachers are humans. This realization is one that not many people, other than teachers themselves, have. You are just as capable of having negative relationships with coworkers and even with students, but this perk can help with that. You have curious luck when it comes to overcoming hangups with other people. For some reason you can expect to eventually come across even people you strongly dislike having moments of vulnerability or need where a kind hand or a gentle presence can help them in ways big and small and they will fondly remember your presence in their moment of need. This can help you forge strong, persistent bonds of respect, friendship, and trust even with people you once detested.

A Kind Song [Capstone-Boosted]
Your songs are songs of healing, reconciliation, and self-discovery. You can use your voice to help people feel vulnerable and then to subsequently overcome said vulnerability with powerful moments of emotive introspection, and you are particularly good at using songs to help bitter rivers, and even enemies, or heartbroken figures figure out how to address their feelings.

Wildcat

The Power Of Legacy [100 WP]
Everyone feels the subtle weight of legacy in their lives, be it from being forced to contend with the legacies they inherit or the ones they see being forced onto others. With this you draw a special kind of power from the actions of your family, particularly your parents and their parents. You can reliably expect to draw some minor benefit from the actions and lives of your parents, in ways both big and small. If your father is a coach and a former student athlete, your own athleticism and leadership skills will be boosted, and the closer you are to living up to this legacy the greater this power becomes. So the more you act in line with how someone with your parents would be expected to act, the greater the boost to your inherited skills will be.

Universal Appeal [200 WP]
There's something about you that appeals to any and everyone. Somehow, even in the most insular spaces, your popularity is universally accepted and people will, at worst, tolerate you until you give them a reason not to.

(Don't) Stick To The Status Quo [400 WP]
You are a trendsetter, a changer, someone who is more than a wildcat… You're a wildcard. When you desire to change the status quo, or when changing and challenging the status quo would be helpful, you're good at changing it and fortune tends to favor you. This is especially helpful when it comes to challenging social hierarchies, facilitating progress, and allowing people to feel free to be who they really are.

Your Head? It's In The Game [600 WP]
You are exceptional at focusing on the moment. Small distractions don't phase you, and while you don't suffer from tunnel vision your focus is strong enough to trick the unwary into believing you do.

Active Leadership [Capstone-Boosted]
You have a special talent for coming up with active, exciting, dynamic music. Your songs are fantastic adrenaline boosters that can unnerve your rivals and amp up your teammates, and you can generate music that is directly audible to your allies and decidedly less audible to your competitors. Also this can be used during practice to amplify the effects of your teamwork and to boost the coordination of your team.

Freaky Genius

New Kid On The Block [100 WP]
You perpetually benefit from the boons of being a new kid. During your early life you spent a lot of time on the road, and because of this you got used to being the new kid. People are constantly excited to meet you and talk about you, and your presence energizes people, encouraging them to be their truest selves because they don't feel the subtle social inertia that keeps people trapped in their ways when they are around you. You bring out the best in people, in ways that are curious but allow you to see new depths to people regularly.

"Genius" In "Freaky Genius" [200 WP]
You are smart. Like, you could effortlessly get full ride scholarships to prodigious universities, smart. Academic matters come easily to you, and you have a potent, passive boost to studying and on-the-job-training that significantly amplifies how easily you can recall things you learned. You have a perfect memory, muscle and otherwise, that allows you to easily learn even how to do artistic things.

Decathlon Dominator [400 WP]
You excel at a certain type of competition. It isn't one as visually impressive as, say, basketball, but you are a whiz at academic competitions. Somehow you are a master speed-reader, capable of processing information at an instantaneous rates, reading even entire pages at once if you can see multiple pages at the same time, and you have perfect, instant recall of any knowledge you know. You'd be an unbeatable ace in the hole at academic decathlons. You'd make a killing at Jeopardy so long as you studied trivia beforehand!

The Heart [600 WP]
You have incredible self-awareness as far as your feelings go. Your nature as a genius isn't just directed outward, it's an inward thing that allows you to know how you're feeling. You can communicate this, expertly, to other people. You will not suffer from confusion as far as who you are and what you feel goes.

Emotive Singing (Capstone-Boosted):
You have a moving voice that stirs something inside of those who listen to it. When people hear your singing they gain an iota of the awareness you constantly have and can discover things about themselves even if you don't know they are listening. This can help people shed hesitation and overcome self-doubt. Your voice can also help people recover from moments when they are in an altered-state by appealing to who they truly are, to their idealized images of themselves.

Talented Twin

A Reputation [100 WP]
As a performer you have a reputation. People know you and in one respect they respect you. They may not LIKE you, but no one would insult you by insisting you are not talented. They may insult you in other ways, but your talent itself is somehow sacrosanct. This extends to any area you are talented in, but this effect is strongest with regards to creative endeavors and performance arts.

Social Inertia [200 WP]
You benefit from social inertia, a certain subtle stability that resists changes in social situations. When you befriend people or otherwise establish desired social relationships, changing those relationships is challenging unless you yourself actively seek to do so. This also gives you an aura which helps you establish cliques between people with similar personalities and interests.

Apex Predator [400 WP]
You are dangerous, in a way that is unconsciously recognizable but difficult to state aloud. People recognize this about you and will be cautious around you, even if they aren't able to precisely articulate what the source of their hesitancy is if asked directly. You are also a master of the social battlefield, possessing an instinctive cunning and ability to scheme.

Bop To The Top [600 WP]
You are fiercely competitive, driven to excel in all things but especially as a performer. This drive sharpens your creative talents, and allows you to actually, visually improve even over the course of one rehearsal. The more you practice and train the greater the boost you'll get from this.

Showstopper (Capstone Boosted):
Your songs are ones that receive critical acclaim and are well-received by audiences everywhere. You excel at trying out for things and you get rewarded at the end of your songs. With this you have the unique ability to designate people who'd otherwise be dragged into your musical numbers as audience members who can watch your musical numbers and judge them on the basis of the skill displayed.

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 100cp 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]

Clique Fashion [Free]
You receive a wardrobe of clothes appropriate to the general tendencies and interests of your friends groups once you've been with them for a few weeks. These clothes will always be seen favorably by anyone who likes you and especially by your friend group, so long as they are venue appropriate. And you do get clothes fit for a range of venues from this.

Relevant Equipment [100 WP]
You get accessories that fit your daily life in a range of contexts. With this there's a space in wherever you live that is filled with a supply of small, personal-sized accessories such as footballs, calculators, or musical instruments, and from which you can constantly outfit yourself with fun accessories that help personalize your look and allow you to more easily engage in activities that fit your hobbies.

Shortcuts Aplenty [200 WP]
As you familiarize yourself with youe surroundings you will gradually become aware of more and more shortcuts that connect different places. This manifests in a number of subtle ways, such as you directly knowing about the shortcuts without being odded out by that knowledge or by your friends showing you the shortcuts, or even by them showing up on any sort of mapping device you can use to plot routes.

Ski Lodge [400 WP]
Ah, so THAT'S why you were there at the start of the jump. It turns out that you own the ski lodge! No one will question this, given your very probable in-jump age being that of a teenager, and this property will extend to your ownership of other properties as an extra boon afforded to those who invest their points into this property. This is a solidly profitable business, and it will follow you along your chain, importing into appropriate locations in future jumps and, even if not touched by you from a managerial standpoint, will continue to generate a decent, steady income year round. There IS a curious gimmick to this lodge, which is that people who visit it are remarkably likely to meet potential love interests (or renew and deepen their existing romantic relationships) and a series of fortuitous coincidences will ensure they discover new facets to themselves while here if encouraged to go and mingle with other guests.

Artsy Teacher

Artistic License [100 WP]
You are a qualified teacher of some subject related to the arts, such as English, theater, chorus, or drama. This qualification, which you can spawn physical copies of with a moment's concentration, is rigorous enough that you can teach at the college level with it, and no one will question you, at least not from a credentialed point of view. You can also use this to demonstrate your qualification for more unorthodox teaching roles such as teaching a class at the Y or being an educator for adults attempting to get their G.E.Ds.

Detention [200 WP]
For some reason when you assign someone detention you can make them do errands for you or any clubs you happen to oversee and no one will question this. In future jumps you can use this on those underneath you to help get unpaid manual labor, or the equivalent in whatever position you happen to be in for your work related projects, but you must be someone's overseer for this to work.

Outfits [400 WP]
You have a sense of style that is almost memetic. People will see it and they will talk about it for days. However this manifests is up to you, but know that people will remember your looks, for better or worse. This manifests as a wardrobe filled with clothes that have subtle effects which send messages to those who see them. A clever teacher could use this to help teach students, but it has a range of effects beyond that, such as raising awareness about certain issues or even just helping to subtly boost one's popularity.

Callbacks [600 WP]
This is a pair of items, one of which is a legal pad on which you can "take" notes using just your thoughts which will help you be present in moments such as during auditions, and the other is a curious board outside of your classroom which students check religiously. You can write notes on this which your students will determinedly study, and when used for things like callbacks for auditions or other such time-sensitive announcements, students will note them and they will spread like wild-fire to other students AND they will be observed and respected.

Wildcat

Self-Awareness & Familial Ties [100 WP]
You will always have an accurate family tree available to you in your mind's eye, accessible at any time. With this you know precisely who you're related to. You can also prove it to them by simply willing them to know and they'll believe the family tree, though how they react to this news is on them.

Nepotism Baby [200 WP]
One or both of your parents will be in a position to give you an important leg up in some capacity at a pivotal moment in your childhood or early adulthood. This could be one of your parents being a coach or school administrator who makes sure you're in an influential school or sports team regardless of your actual talent, or a parent being a realtor and thus having a house that should, by all means, be outside of your income range.

Sportsball Court Of Your Dreams [400 WP]
You own an amorphous and nebulous athletic court which can shift from providing the needed arena for all sorts of sports at a moment's notice. The effects of training are boosted here to a significant degree, and if you keep the teams small, as few as four people to a team, this effect is shared between all of you making this the perfect place for some scrimmages.

Musical MacGuffin [600 WP]
This item is a musical object of an undefined shape and size. This could be anything from a piece of sheet music that can be performed a prima vista (a term for the practice of glancing at a sheet of music and performing it as written without explicit instruction or having heard it oneself, a skill that can be challenging for musicians of all levels) by anybody allowing for sincere and skilled performances from the jump, to an instrument with some sort of special or distinctive quality. This object can change forms twice per jump, and it will always find some way to be meaningful to the plot, though it will have a tendency to be an object of romantic significance.

Freaky Genius

Cellphone [100 WP]
This is a mid 2000s cellphone, but it is indestructible, waterproof, and has infinite battery. It also has an impressive camera that can capture perfect pictures of people. If you get a photograph of someone with it and they consented to the photo you are guaranteed to run into them again in favorable circumstances sometime in the next two and a half weeks.

Balcony Scene [200 WP]
Once per jump, when you are in your home someone will confess something important to you while on your balcony. This grants wherever you are living a reachable balcony that can be climbed by anyone who you designate, who will have a heartfelt confession regarding their feelings for you at a pivotal point in the jump's plot.

A Chemistry Set [400 WP]
This nifty device can be used to create an array of visually and sensorially stunning effects but not ones that are especially harmful. It could b used to create potent stink bomb, but not one that blows up a building. That said, within the confines of this limitation the sky is the limit.

Valuable Second [600 WP]
Once per jump you can use this item to secure a powerful second-in-command position of some team or group. With this you can become the second-in-command of a team of well-established student athletes or a competitive academic competition team, or even to become the second most significant character in a play or show. This item manifests as a ticket that burns away when the item's function is used. This is limited, and you cannot use this to become the vice-president of an organization or country, but it can still be used creatively in the right hands.

Talented Twin

Search The Internet Dot Com [100 WP]
You know of a search engine that is always accessible to you so long as you have a device capable of connecting to the internet that will always produce immediately relevant information when used. If you were thinking of a specific person when you used this search engine to look up information on them you'll find a brief blurb that is directly useful to you every time, so long as you know their actual name. Same for a bit of trivia you're searching for.

A Set Of Wheels [200 WP]
You have a car that is designed in ways that fit your personality to a tee. No one will ever mistake who it belongs to, and it will be ignored by car thieves due to it being too recognizable for it to be worth stealing.

Unsuspicious Article [400 WP]
You own a blank piece of paper that twice per jump can transform into any true article or diary entry you are aware of. When you slyly give this document to someone, directly or indirectly, they do not think of any possible ulterior motives someone could have for sharing the article with them and will take it at face value.

Wealth [600 WP]
You are curiously wealthy. And by "You" we mean your family. They have more than enough money for you to purchase anything that a high schooler could reasonably want, and somethings that a high schooler could not reasonably want. This is, effectively, an item that grants you access to narrative, conceptual levels of wealth for mundane jumps. One of your parents earns least a million dollars every six months.

Companions

Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Specific Canon Character [100 WP]
You want a wildcat to accompany you? You got it! You're a fan of freaky genius girls? They can come along too! With this you can get any character from the movie to come with you. Canon characters to whom origins correspond come with their perks and items.

Scenarios

The Start Of Something New

To complete this scenario you must ensure that the canon is adhered to as closely as possible, with the minimum conditions being that Troy and Gabriella stay together through the callbacks (barring their minimum, semi-breakup in the wake of the Wildcat's evil plot), the Wildcats win against East High, the Academic Decathlon team wins, and that Troy and Gabriella are given the leading role in *Twinkle Towne*.

Reward

By completing this scenario you earn a perk named "The Show Must Go On", which is an anti butterfly effect perk. This perk shields the mainline plot of a jump from unexpected shifts, while allowing you to enact both subtle and unsubtle changes yourself.

Stick To The Status Quo

This is the opposite of the past scenario. By taking this you commit to the opposite path, and align yourself if not with Sharpay and her brother than with a sort of high school order that is opposed to change. You must ensure that Sharpay and Ryan get the leads in *Twinkle Towne* and, preferably, that the Wildcats and the Academic Decathlon team lose. You monster.

Reward

This scenario's completion reward is "That's Showbiz Baby!" and it is a perk for when you want to cement tradition in place. Not canon, but tradition. With this perk social norms and mores are solidly etched in place, given the metaphorical weight of iron and embed themselves in place.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills 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.

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 Goof Troops universe you're about to enter.

Extended Stay [+100 WP]
For each purchase of this your time here is extended 10 years. The first installment of this drawback, for this jump, simply extends the jump's duration to the standard ten year duration that is the standard for jumps, but it still affords a jumper with the regular amount of points.

Voiced Over [+100 WP]
For some reason when you sing it is not your voice that comes out of your mouth. Your talking voice is unaffected, but when you sing you hear someone else's singing coming out. This greatly weakens the effects of your songs when you sing, but does not weaken them if they are performed instrumentally.

In The Chorus [+100 WP]
Ah, the participation trophy of auditioning to be in a musical. Ouch. With this you are in the chorus AND you will be in rehearsals, come hell or high water. Curiously, outside of a high school auditorium when you sing all of your musical perks work just fine, but the second you step foot in an auditorium or on a stage of some sort it all seeps out of you.

Commentary Bait [+200 WP]

Oh no, this movie has attracted the YouTube commentary channels! For some reason you can hear a thousand voices subtly whispering commentary as you go about your day. This can be distracting and unnerving, especially since these figures are not aware of your plot-breaking nature and are affected by your perks in much the same way as other people are, but they cannot affect you directly. Nothing you do will stop them from commenting on the scenes playing out in front of you, and your own actions, as though you were the protagonist here.

A Disney Voice [+200 WP]
You only have access to music perks from this jump for the duration of this jump. Even if you were a divinity of music, this would reduce you to your body mod and this jump's perks as far as music goes.

Can't Sing [+400 WP]
Ooof. This drawback stings and it supercedes all other perks. For the duration of this, thankfully short, jump you cannot sing or perform in a musical context at all. Even if other figures are utilizing their own versions of *Musical Logic* you would not be able to skillfully join along. In future jumps all of your musical things work as intended, but for the few months you're stuck in high school you won't be in the theater.

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

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

-The teacher origin having a song might be surprising, but there was actually a song intended for Ms. Darbus and Coach Bolton in the original movie but it got cut. Apparently it was gonna be an "Anything you can do I can do better" type song, but I drew inspiration for the teacher capstone from her role in HSM3, where she is expanded on as a character and has a few plot significant moments.
-"Apex Predator" (The 400 WP perk from the "Talented Twin" origin) is a reference to "Mean Girls On Broadway", but I figured it was fitting here plus people do seem to respect and fear Sharpay so I thought it was fun.
-I have plans for all three HSM movies to have their OWN jumps, eventually. I also have plans for HSMTMTS (High School Musical: The Musical; The Series, the Disney + show) to have its own jump.
-"Voiced Over" is a reference to the fact that Drew Seeley (the love interest from "Another Cinderella Story") was famously the singer for Troy's songs in this movie, though Zac gets to sing Troy's songs in the other two movies.

Change Log

v0.5
- Initial Template Creation
- General perks created
- Teacher perks and items created
- Wildcat perks and items created
- Some drawbacks added to the document

v1.0
- General items completed
- Freaky Genius perks and items completed
- Talented Twin perks and items completed
- Scenarios created
- Drawbacks expanded