

Camp Rock Jump

v1.0
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Don't fit in. Stand Out!
Welcome to the world of *Camp Rock*. In this world, music is the greatest force of them all, and one particular summer camp is known as the place to be for aspiring teenage musicians. You start this jump on the last day of school, which may or may not be relevant to you, but it's also the day before Camp Rock opens for the summer, which should be relevant to you.
Take **1000 Rock Points** to fund your musical misadventures.

Special Note:
The **Intended** time-frame for this jump is a few weeks, the duration of the film's events. That said, if you want a more standardized jump experience feel free to take the **Extended Stay drawback**.

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

1: High School
This is an average American high school in the late 2000s. You can be here in a range of capacities, from working here as a teacher, janitor, or cafeteria worker, to being a student here.

2: Connect 3 Video Set
Oh are you an extra? A music producer? A video-writer? Regardless of the circumstances you are on location for the Connect 3 music video that gets canceled and you get to see Shane Grey, a famed member of Connect 3 have a public meltdown. Fun stuff?

3: Camp Rock
Oh hey, you're starting your jump AT Camp Rock. Nice! This picturesque camp is where some of the latest, greatest young musicians have learned how to create music. You're in for a good time.

Age and Gender
You can freely select your age and gender yourself so long as you're high school age or older.

Origins
Any origin can be chosen as a drop-in.

Camp Employee
This is the default adult origin, but given that Shane Grey works at Camp Rock (and is romantically involved with Mitchie) it's clear that Camp Rock is willing to hire teenagers if they have the proper connections or talent. You are an employee of Camp Rock, given some level of room and board for your work, and can reasonably expect to find employment during the summers you'll be here.

Talented Teen
You may be talented, but you're only here due to your familiar connections. And no, not in the same sense as Tess Tyler, but rather because one of your relatives is an employee and thus you get a discount on the costs of your stay. Are you easily embarrassed? If so this might be a tough time for you. Your music education is self-taught, but you still know at least some stuff.

Camper
This is the origin for standard campers. You may have decently wealthy relatives, or your family may have just saved up a bit to send you here. Either way, they're probably hoping you become a talented musician in your own right. Thankfully you've got the stuff for it. You have a standard, though incomplete, music education.

Too Cool

Ah yes, a nepo baby. Sadly for your competitors, you've got both the connections and the skills to be a musician of at least some skill and success. You have a cutting-edge music education.

Musician
You are an established performer, one with a record deal and a reliable history of musical success. Although your career might be in trouble if you acted a little too diva-y right before the start of the jump… You not only have a formal, standardized musical education, but you also have a track record of putting that education into practice and excelling.

Perks

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

General [Undiscounted]

Continuity! [Free]
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 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.

Camper At Heart [100 RP]
The main characters in this movie spend the summer at a camp. And that's not for everyone. With this, you have the basic skill sets and attitudes needed to have fun at a summer camp, as well as the level of fitness needed to do well away from some of the comforts of home.

Camp Employee

Shift Montage [100 RP]
You are an employee of a business, meaning you'll have to do some work. That can be super not fun, but with this, you'll have the means to effectively press fast forward through shifts.

This manifests by causing you to enter "Auto-Pilot" and a montage of what would have happened during your shift entering your mind. You'll exit the montage at the end of

your shift. If anything notable is going to happen the montage will stop and you'll have the opportunity to control yourself so you can react appropriately, but this is great for cutting down on some of the more boring parts of life. You will perform your actions and work done during your shift with your level of skill. With training, you can figure out how to use this to study and do homework.

Actually Skilled [200 RP]
You have something fairly mundane you are quite skilled at. You could be a talented chef, an excellent lifeguard, a skilled activities planner, or even a great music teacher. This is more than good enough for you to make a decent living doing it.

Business Minded [400 RP]
You are exceptionally good at business. This is a generalized skill set that makes you an excellent accountant and good at crunching numbers, in general, to figure out what sorts of income figures you need to stay open, as well as a litany of other skills that make running a business a lot easier.

Behind The Scenes [600 RP]
You have a reputation as a musical kingmaker due to your skills at music production and your connections in the industry. You are behind the scenes but your skill is real and your influence is palpable. You know how to guide musicians with deft ease, and you can clearly shape music with ease. You may work at Camp Rock over the summer but when you're not here you're probably in Hollywood, Atlanta, or some other major music city guiding future pop stars.

Talented Teen

Narrative Luck [100 RP]
You have a curious… almost talent for something very quirky. You can get what you want, if you want it badly enough. This can be something as small as a bunk assignment that'd really benefit you, like bunking with your friend, or even wanting to go to a camp badly enough, for long enough, that one of your parents takes a job offer at the camp so you can get a discount on the tuition for it.

Helper [200 RP]
You are talented at helping people. If someone explains what they need you to do, and you do it, you give them chances to shine and make it easier for them to do what they need to do. Your help alone can equal the help of three or four other people, and if you are actually skilled at what you're doing in your capacity as a helper you can go even further with this.

Heart [400 RP]
You can see the hearts of others, or at least you'll be able to do so in time. You can sense when someone's heart is not in something and you have a way of getting through to people whose hearts are not in what they are doing. Sometimes it may even seem like someone doesn't take you seriously in the moment, but your words will sink in and when it comes in clutch you may trigger a delayed breakthrough in someone else.

This is Me [600 RP]

You get opportunities to express who you really are, including musically and artistically, which will always manifest in truly stellar performances of your chosen medium(s). When you reveal who you are, well and truly in the depths of your heart and soul, people forgive you for mistakes you made that are not important (such as lying about your identity in ways that help you fit in), and those who vibe with your true self come to admire you despite your flaws.

Camper

She's Really Good [100 RP]
You're in Camp Rock for a reason. While it's true that this is an expensive camp and being here hits at either a loving family or a bit of privilege, you're ultimately just as talented in music in some form as any other camper happens to be.

What It Takes [200 RP]
You are exceptional at identifying people who are of interest to you. You can keenly sense and suss out folks who'd catch your eye if you knew them well enough, and you can communicate what you need with incredible ease and clarity. You are also very self-aware.

Hasta La Vista [400 RP]
You may only get to spend short stints, such as summer or winter vacations, with your friends but you are a master of making every moment count. People remember every conversation with you and every moment you spend together in startling detail and clarity. This also subtly improves your charisma and makes it so that people want to spend time with you and work with you, even on group performances. You'd be a killer member of a group number with this.

Music's In Your Soul [600 RP]
You are exceptional at learning how to do music in every respect. You excel in spaces dedicated to learning and teaching, and can effortlessly soak up efforts to educate you in terms of music. Even the worst teachers would be able to teach you something if they knew more than you in terms of music. This bonus also applies, to a lesser extent, to other forms of art.

Too Cool

Diva [100 RP]
People refer to you as a diva. To them, this is an insult but you know better. Divas are only accepted when they are talented, and as much as it burns them up inside you are talented. Your talent is directly proportional to the amount of negative behavior people will put up with from you.

Connections [200 RP]
One of the keys to success in the music industry is connections, and you have those. In this and future jumps you will always have some sort of proximity to success, wealth, and

Too Cool [400 RP]

You are popular. Something about your talent, combined with your ferocity, forces people to respect you and plenty of people genuinely like you, especially if they are mature enough to acknowledge your talent. You'll have no shortage of friends and cronies, especially if you can find ways to tame the less pleasant parts of your personality.

Two Stars [600 RP]
You can identify when you have an equal, acknowledging someone else's talents and key strengths. Beyond that, you can set aside some more problematic areas of your personality to figure out how to communicate with those you love and admire, even if you're normally less than pleasant in disposition. This can allow you to channel your talent and potentially become both a better performer and a better person.

Musician

Cookie Cutter Stuff [100 RP]
You know what works musically. You are skilled at creating music that sounds good, that does well in terms of its overall popularity, and allows you to have breathing room, artistically, for your more genuine stuff, if you are brave enough to actually share such songs.

Your Thing [200 RP]
You have a *thing* in any group you're a part of. You could be the group bad boy, the group kooky oddball, or any other sort of archetypal character. Plenty of people like this aspect of your personality and are delighted when they see it, even if annoys more down-to-earth and grounded people.

Play My Music [400 RP]
Your songs are catchy, and people often seem to really like them. Even songs you improvise have this effect and can excite people who hear them. You're popular for a reason after all.

Gotta Find You [600 RP]
Your music can be affected and shaped by those around you. When you connect with others some aspect of their personalities can shape the songs in you in ways that are positive and make them sound better. Even if you spent years making songs that are devoid of soul, if you found someone with heart you could be touched and write something that reflects the quiet intensity of the person you just met.

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]

Camp Rock [400 RP]
The actual camp itself. This purchase makes you the actual owner of Camp Rock, ensuring that the profits the camp makes go to your pocket. This also protects the camp to some extent, ensuring it is always decently profitable and guaranteeing that you can take the camp for musical youths with you along your chain. During this jump your ownership of the camp can be as publicly known or as hidden as you want it to be. This camp is a music camp of surpassing quality, with connections throughout the music industry in this world and students here get a hefty 3x learning boost to their ability to swiftly learn about music.

Camp Employee

Housing [100 RP]
This is a nice, if somewhat oddly furnished home. This house will retain changes and follows you along your chain, importing in ways that make sense in future jumps. It is yours if you are an adult, and your in-jump family's if you are not an adult.

Work Space [200 RP]
You are guaranteed the accommodations you need to do your job and to make use of your mundane skills. In every jump you go from here on out, in any job you work that needs extra space, you'll be able to find the extra space in some way.

On The Job Housing [400 RP]
You… may not be into the thought of bunking in relatively close proximity to a gaggle of teens suffering through the last shocks of puberty in the middle of a hot summer. If that's not something you like the thought of, you will be delighted to know that Camp Rock is providing you with relatively nice accommodations off-site but fairly close to camp. In future jumps you'll have similar accommodations provided by your job(s) if you want them.

Retainer Fee [600 RP]
You now get paid a hefty annual retainer, presumably to make sure that Camp Rock retains your services next year. Every year you get paid a nice sum to the tune of at least a quarter of what you'd make working for Camp Rock. If you own Camp Rock… consider this a bonus, I guess?

Talented Teen

Wardrobe [100 RP]
You have a large closet filled with clothes that show off your zaniness in ways that make you stand out from a crowd and allow you to look stylish all the while. If you want you can step into the closet and trigger a montage which lets you preview looks until you

find the exact right outfit for whatever you're going to spend the day doing, and when you find the right outfit and end the montage only a minute or so will have passed in real-life.

Musical Instruments [200 RP]
Between babysitting, tutoring, and other teen-appropriate work, you saved and saved and purchased these musical instruments. This is a set of, for all intents and purposes, masterwork musical instruments. These instruments are always tuned, self-repair, and maintain themselves without any effort from you. You can even play and write songs using these instruments by ear without a formal musical education!

Jumper's Songs [400 RP]
This is a small notebook of your songs. This thing subtly boosts the quality of the songs you write in it, and when you're writing in it you get subtly guided by the item itself on what notes might sound best with each word you sing. The more you write in this notebook the more the item grows in size and the better the subtle guidance the notebook provides.

Camper

Camp Activities [100 RP]
This is a set of equipment for camp activities. This includes a range of supplies for arts and crafts, and sporting equipment.

Beat Of Your Own Drum [200 RP]
This is an item that manifests as a set of drumsticks. You can use these drumsticks to drum on anything and it'll sound good. This can be a great way to improv all sorts of musical performances.

Opportunity [400 RP]
Every summer this item will manifest as a contest or talent show of some sort. If you enter and win you'll get an amazing opportunity to advance your artistic career in some way.

Too Cool

Followers [100 RP]
This is a pair of followers who take on different forms in different jumps but are essentially two cronies who are cowed by your ferocity and talent and want to be close to you so they can coast on your acclaim and benefit from your connections. They will always be decently talented themselves, but their talents will never outshine yours and they will frequently compliment your own skills in various ways. They will almost always do as you say, and will be reasonably independent when doing so would benefit you.

Bracelet [200 RP]
This is a simple accessory that has some sad backstory, such as it being a charm bracelet that your mom adds charms to every single time she doesn't attend a performance of yours.

This accessory also has a secondary effect. People trust and believe you when it comes to what you say about it, letting you use it as a neat way to accuse people of theft, or destruction of property, when you link it to the accusations you're making.

Family [400 RP]
Relationships are one of the keys to a successful music career. And few relationships are as powerful in Hollywood as those of family. Your family has powerful, deep ties to the music industry and they are more than happy to help you by using those connections. In future jumps you will always be related to people with ties to some influential industry and will always have a leg up when it comes to getting established in said industry.

Musician

Real Songs [100 RP]
Your band is well-known for its brand of generic but popular music. That said, you have a small group of half-written songs that come from the heart. These songs, if ever written and published, would help people get to know the real you. They could be hits, or they could be flops, but the only way to know is to finish them yourself.

Limo [200 RP]
Ah yes, the pinnacle of luxury and class; a limousine. You have a driver and a private limo that will follow you along your chain. The limo is always on time and will drive you anywhere you want to go. You don't have to pay for anything here, or work to maintain this limo.

Jumper 3 [400 RP]
This is a band you're a part of that has already accumulated some hits and put out a small number of albums. This band is made up of two other talented individuals who you can be related to, if you want, and this band's success will follow you from jump to jump.

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 RP]
You want a Talented Teen here to go on a musical chain with you? You got it! What about a skilled Musician? They can come along too! With this, you can get any character from the game to come with you. Canon characters to whom origins correspond come with their perks and items (though not capstone-boosted versions).

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 RP]
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 RP]
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 RP]
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 universe you're about to enter.

Extended Stay [+100 RP]
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.

No Privacy [+100 RP]
You have no privacy, at least while in camp. You may not even realize it at first, but somehow your luck is just cursed and you'll frequently be overheard or overseen, even if you don't actually see people who happen to see you, or hear you without you hearing them.

Social Concerns [+200 RP]
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 RP]
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.

Criminal Misconduct [+400 RP]
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 RP]
In order to get to Camp Rock in the first place you had to agree to help a family member who works there. Or you're the family member who needs help. If you had to agree to help a family member you will ACTUALLY be expected, required even, to work, or else your stay will be a short one. If you're the family member who needed help, you're ACTUALLY gonna need the help, somehow you just can't do everything on your own.

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

Final Jam [+600 RP]
You have got to perform in Final Jam or it'll be your final jam. If you don't compete you lose this jump (but not the chain). For an extra +200 RP you'll need to WIN Final Jam or your jump will end.

Devilish Diva [+600 RP]
Tess Tyler does NOT like you. She'll do everything she can to make your life here suck, and she cannot be permanently dealt with supernaturally. Be prepared to deal with the meanest girl of mid 2000s Disney, because Tess does not mess around anymore.

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 jump is for the first Camp Rock movie. A jump for CR2 will come out eventually.

-This jump was made for fun, but also because Camp Rock 2 is my favorite Disney movie, and I wanted to make a jump for each of the two films.
-I originally planned to have 4 items per origin, but getting something for the 400 RP tier of each origin's items was tough so I decided to make the 600 RP items cost 400 RP and have only three items per origin.
-I like the two freebies here, which are also in my High School Musical jumps. I think I'll keep them as simple staples in my Disney Musical jumps. They are meant to give jumpers enough skill to be background vocalists and background dancers in any of the musicals, with maybe a few solo lines.