Another 10 years passed and another 10 years to go. There is still way too much for you to see before you stop this journey that you are sure of. You have just been send to your next Jump, sitting at the head of a study room table. Your benefactor is to your left smiling at you as they begin to explain.

Alright Jumper time for your next destination-

Fascinating. It was about time that our Franchise got its own Jump. I'm kind of saddened it happened before we got our Movie though.

Wait what-?!



The both of you look to your right and are met face to face with a friendly looking student.

Hello I am Abed Nadir. But of course you already know that from being exposed to our franchise.

I am sorry WHAT!? You're not supposed to be here!

Neither are the two of you but thanks to the brainchild of one Quicksilver we are here all the same. A really fascinating idea he had. Entering fictional universes for the entertainment of a nigh all powerful being. He wasn't the first to come up with crossovers but certainly gave the concept his own spin.

...You look to your Benefactor who is just as confused as you.

"How do you know all of that?"

Possibly a result of the metaphysics responsible for the creation of Jump documents. I suppose the inherent troperiffic metanature of our franchise combined with my own knowledge regarding tropes have allowed me to serve as a sort of guide for any stray Jumpers. I most likely lose the kind of multidimensional awareness as soon as you fill out everything though. Disheartening but reasonable, it would be a tainted experience to enforce on you a version of the show affected by someone not being the way you know them as.

...Your benefactor now seemed oddly amused.

Wow even for my tastes this is getting crazy meta.

You can give credit to the one instigating this conversation. Looking at you FFD. Thank you for giving me the time of day I really do appreciate the opportunity to properly engage in this format. I hope this unique Jumpmaking idea doesn't end as badly for you as my own Meta Movie. Shirley be blessed for sparing us from that abomination.

…OKAY how about we go into presenting the doc before this gets any more confusing?

Am I allowed to give commentary and offer my own insight into the verse they are about to enter?

…You know what sure! Your already here so why not.

Cool. Cool cool cool. Then let us run the Song.

Get me some rope~

Tie me to dream~

Give me the hope~

to run out of steam~

Somebody said~

it could be here~

We could be roped up, tied up, dead in a year~

I can't count the reasons I should stay~

One by one they all just fade away~



Community Jump

By FancyFireDrake

Welcome to Community! A TV-Show made by Dan Harmon that just wouldn't die no matter how much was against it.

It mainly follows the story of one Jeff Winger, a corrupt lawyer who goes to a Community college to get his degree back. However his time here would change him and the people around him, the Greendale seven as they shall be known in a couple seasons. I shouldn't need to explain any further. You either know the story or it would ruin the surprise. So let's get right into the point system.

You have 1000 Community Points to spend. Have a good time and enjoy our Trope structured format as one of our own!



Origin

Greendaler (Free): **There is only one Origin here. Yes its one of these Jumps, which I honestly find takes a little away from the original concept and experience being designed by your Origin but I shall endure the Jumpmakers inability to decide on proper origins. We are a very varied cast after all. You are simply a student at Greendale and are free to decide Age, Gender and whether or not you are a Drop In. Not having to pay for any of these does feel like a shame honestly. I suppose we have the gradual powercreep of the Jumpchain format to blame. I wonder if Quicksilver intended for any exploits in the Jumps themselves like these. Though he did give it to the Community so-**

OKAY if you want to do commentary please try to not write essays okay?

Right understood. Like I said. Age, Gender, Drop In or not, free choice.

Perks

General Perks

Graduate (200/300): This perk gives you the amount of knowledge in a field that you can count as having graduated from it, while the second purchase makes you qualified to be a full on Professor in your chosen profession. **A second purchase in Robotics would for example put you on par with Greendales founder and allow you to create robots able to feel emotions**. You can pick anything from language to business to programming to biology or really anything that can be a subject at Greendale.

Discountable Perks

The Perks in this section can be discounted and discounts are pickable for this Jump. You get three for every Price Tier 100, 200, 400 and 600. Discounts are by half and 100 is free when discounted as usual.

Welcome to Greendale (100): Greendale is a diverse place where crappy people can sort themselves out and you can be one of them. With this Perk you can essentially insert yourself into any friend group of a future Jump. This will happen organically and not be forced so don't worry about that. In this Jump this would let you easily become a member of the study group. **Welcome to the group**. **The seat next to Jeff is usually free**.

Pop Pop! (100): You have a charming small catchphrase that is sure to never get old and always amuse the people around you. **Don't take Magnitutes Pop Pop away though**.

I'm doing a Bottle Episode (100): Once per month you can enforce a 'Bottle Episode' with you and as many other people fit into a room. For up to twelve hours your group will be stuck in that location, though you wont miss anything important during that time. **I personally don't see why you would want this concept but that may just be my own bias speaking**. **I'd rather sit in a corner with a bucket on my head in such a scenario**.

College Athlete (100): You are an Athlete comparable to Troy and Abed, with the added benefit of being quite easy on the eyes. **Surprised to see me mentioned in an athletic and beauty perk?**

Off to an Adventure (100): You can once per year call in a great event of some sorts. Even people who usually wouldn't participate in such events will feel tempted to attend for some reason, be it a price that is offered **like a 50.000$ Comic**, or just because they want to prove something.

I See Your Value Now (100): One of the nicest things anyone ever said to me. You can see the kind of uses and skills a person has that could prove beneficial to you. A certain Student might know a lot of details about another within one conversation, or a lawyer might be the perfect candidate to save your school.

Did she Spin off? (200): There is always something to see even outside the 'main cast'. This Perk will allow you to Spin Off away from the main action of a setting and have your own self contained adventures. **Shirley would do this and I sorta did that once in a show called Cougar Town**.

Heart of a Hero (200): The greatest gift life can give you according to Pierce and which Troy has in abundance. You have within you a surprising amount of bravery alongside a drive and determination to see things through that you want to achieve. Zombie Apocalypse? You WILL find the cure or die trying. Sacrifice yourself for others? You can do it without blinking.

Hector the Well Endowed (200): Annie was… surprisingly skilled at this. Kinda odd considering the showrunners kept saying they don't want to sexualize her. But she just does so herself. You become very good in all manners concerning seduction and love. No one will ever say you were the worst one in bed that's for sure.

And You Have Aspergers (200): Or maybe you don't, **which wouldn't be such a bad thing either way.** Chances are you have something however that makes you stand out. **Don't worry about it too much though. Because with this Perk you are guaranteed to find friends who will not mind any… 'weird' things about you and accept you for who you are, help you trough the tough times and make you feel accepted. Honestly? This is worth so much more points than it costs.**

Abed of … (200): Sometimes extensive downright expert knowledge on an unusual topic can be very useful, like a Chekovs Skill. With this Perk you can pick one category like Movies, Games, Literature to know about to the same degree as I do Movies. Pierces Father is basically an Abed of Racism for example.

A Great Evil Is Nearby (200): You can sense when something is about to happen that will shake up the status quo, or when some villain is about to make his move. This won't tell you what it is only that its happening. **At the very least you will not be surprised when your Spanish Teacher turned Security Guard turns your College into a Dictatorial Regime.**

Jumper Hero At Law! (400): You become good at lying, cheating and lawyering. You are the kind who can make the claim in court that the client prefers their House burned and win. **I look forward how you after your share of character development will use this power. I might need to warn you though, going to the Mall as a Lawyer has its risks.**

Ass Crack Bandit (400): Show material implies Annie was the one but a certain Youtuber actually believes me to be responsible. I will now invoke the fifth and wait for a lawyer. Jeff! The Ass Crack Bandit was a menace on the Campus of Greendale. He was never caught and sneaked through the halls, waiting to strike. You have similar skills, are great at hiding your crimes and committing them without a trace.

Fake Heart Attack (400): A skill Pierce perfected. You can pretend to have a Heart Attack at any time and have it be convincing. Not only that but you can even fake your death with everyone believing you that your gone, **like Starburns or Darkest Timeline Pierce.** Won't work if the people already saw you pull this once before.

Planet Abed (400): You are possessing great empathy and can accurately find out how someone truly ticks inside their brain. Over the course of an Afternoon, you could snap someone out of shock by helping them work through their delusions. **Words of advice, Christmas is a tiring time for many people.**

Comprehend Insanity (400): Nicolas Cage… you horrible, magnificent actor anomaly. No matter how insane or impossible to understand something is, it won't drive you mad. Sure as hell not like it drove Abed Mad. **Should you have some means to share Perks I would appreciate this if we ever reach that point during your Jump.**

Gas Leak Year (400): Sometimes people act… strange. As if they suddenly were written a lot differently from usual. **This perk is twofold. One: It allows you to take notice when such events are happening and what is causing them and Two: allows you to blame any weird behavior not in line with your characterization on something else, like a OOC moment.**

Back to Teach! (600): The logical conclusion to a Season after the Main Character leaves the school setting. With this Perk you can teach on any skill and ability you possess, as well as you

can do it even. Even if you might think it to be impossible **or your students for whatever reason untutorable**, it will be possible and you soon will make for a great teacher.

This is my Reality (600): Except what if it was? So many Worlds follow a certain structure after all, be it tropes or certain metaphysical laws. **To simplify this gives you all the trope and movie knowledge I call my own. In future Worlds you would be able to predict the course of events by applying this kind of knowledge with nigh impeccable accuracy, even figure out how characters behave**.

The Truest Repairman (600): So there are two now. Much like Troy you have become a figure of legend… the Truest Repairman who will repair Man as foretold by the Air conditioner group. You immediately know how to fix some sort of machine akin to Air conditioners and Toilets. As a plus this will also give a noticeable boost when it comes to repair other machinery (not to the same degree as plumbing and Air conditioners though). Furthermore, in future Jumps you can choose to apply for anything regarding a 'prophecy' and be found qualified. Also you become good at reforming cults and similar and wedding out what makes them twisted and weird. **Please don't take it personally but I'd rather have them take you than Troy to be their Messiah**.

Winger Speech (600): The classical Winger Speech to take us home. One of these at a good time can change a whole story or wrap it up in a nice little bow. Basically you become great at navigation social issues in groups and are incredibly good at making speeches to fix these issues. Who knows just what your Speeches could accomplish?

Game Master (600): You become very skilled when it concerns anything regarding a game. What game? Doesn't matter. You could be an expert DnD player, a pro Paintballer or incredibly great at the Floor is Lava. With you in such a game it will always appear more 'grand' in a way and allow you to help yourself and others grow as people. **Don't overdo it with the Paintball though**.

Character Development (600): The Holy Grail of writing Tropes. The Golden Rule of Creators, to have their characters grow. Now you can do that without limit. Be it as a person or with your powers, you will never find a way you can't improve anymore. Though you may reach situations where it will be hard to do, you can and WILL always improve as long as you work for it.

Items

Generic Items

Troy and Abed in the Morning~♫ (Free): A Fan of our show? I am flattered. Well for Free you may include our Show in your Travels. We will follow you around, make reports about you and the happenings around you and much more. Though unless you take us as Companions this will work only as a portable show of sorts. Also comes with Documentaries about your adventures done by me whenever requested.

Discountable Items

You can pick two discounts for every Price Tier. Otherwise same discount rules.

Just a Pen (100): A lilac pen that Monkeys really seem to like for some reason. If lost you can just summon a new one as easy as snapping your fingers. **This will not safe you from any Bottle Episodes though.**

Signed Dark Knight Disc (100): A signed Disc of the Dark Knight with a personal message given to you. **Keep it safe this is a real treasure. Watch out for clumsy but well-intentioned roommates though.**

Paintball Equipment (100): I still say this has become forced after the first one went well. This is a to your specifications designed Paintball Gun. Any bullet it fires is simply a harmless colour pellet. You may import a weapon for it to gain these properties.

17 Cards (100): These are 17 get well soon cards placed in a Box under your Bed. Just having them and looking at them makes you feel better about any self-doubts you may have, as you are being reminded that at some point someone cared enough about you to write these. **I wish I could say more on this but even now I drowned out the Perk description in favor of thinking about a Die Hard Christmas Special.**

Universal Translator (200): This device accurately can translate anything you speak into it into any other language of a World you are in, updating its Dictionary with future worlds and languages.

Wood Berries (200): These Berries have a certain... drugging effect on them. They can give you an incredible high. **Not only that but consuming them makes people want to tell those around them their darkest secrets. Show some compassion in these times and chances are you come out stronger as friends.**

Destruct Codes (200): Sometimes you might want to stop a 'bitch' from bullying those around her... or stop someone from doing so to everyone around them. These cards will always have the perfect insult to the people around you, the kind to truly sting and make them hurt... or even want to change. Even works on you in case you realize you need to restore the Status Quo.

Chicken Fingers (200): Delicious, delectable Chicken products that will become a hit for everyone not a Vegetarian or Vegan. You can even offer them as trades for other services. You have an unlimited supply of them. **Are you going to be a Rival for our temporary Chicken Mafia? Or a predecessor or successor?**

Geo Trafficking Devices (400): Honor them these are expensive and will ensure your friends won't have to count bumps on the road when kidnapped. You have an unlimited supply of Chips you can safely insert into people around you. These will never be noticed and never do any harm, but their only purpose is to show you their exact location down to the inch. You also are the only one who can remove them.

Jumper Hero at Law! (400): This to your specifications designed add will be much more effective than the one a certain Lawyer used. **I am still proud of my work**. This add will automatically cause intrigue and awe in whoever sees it, ensuring your product or service or what have you will receive the maximum amount of value out of an add. Expect a lot of customers to take note and want to try you out.

D&D Set (400): An amazing game with infinite possibilities for imaginative players. **Words of advice, never play with stuffed animals**. This Dungeons and Dragons Box holds all the Books, Toys and more associated with Dungeons and Dragons, even coming with character sheets that automatically design the perfect character for anyone holding one. More than that however, playing a game of D&D with this set can change peoples lives. You can turn a suicidal man's life around and reconcile father and son. You even can, with this in your possession, figure out who could use a game like this the most… before it may be too late.

Taco Meat (400): This 'Taco Meat' almost caused a Zombie Apocalypse. **A shame none of us can remember it**. **Wait are we really offering this?** Those that eat from it gain the urge to bite uninfected flesh and would suffer brain damage in hours if not cooled down. I'm sure you can find some use for it. **…Please tell me in advance if the Apocalypse Plan of me and Troy should be used**.

Magic Table (600): The Table on which the Study group became who they are. At this table when meeting with someone else, friendships between the most unlikely people are formed, projects done on it are far quicker done and better in quality and in general it makes you feel as if you were at home. **Also comes with voice control courtesy of myself**. **You're welcome**.

Timeline Dice (600): With this dice being thrown to make a decision, six timelines get created, **seven if you count someone catching the dice**. However you get to witness these timelines. Throwing this dice after assigning an outcome to it (like who should get the Pizza) will show you a brief glimpse of what will happen if this decision is made.

Community College (600): The great stage itself. The Greendale Community College, or at least a copy of it all for yourself. It has all the things Greendale has and in its walls one can offer the craziest of courses. You could teach normal things like Math and Spanish but also more extravagant things like Psyker powers. Teachers with interesting personalities will appear as loyal 'side characters' to teach and pass on their crafts. Furthermore people will actually learn here and gradually be encouraged to go 'character development' making them better people. Unlike the actual Greendale it also never suffers issues like funding, enrollments or reputation loss and seems to run by itself, though if you wanna teach yourself or play the Dean you are more than welcome to. **Do not take this option lightly**. **Greendale changes peoples lives**. **Trust me… this is worth so much more than 600 CP**.

Answer Sheet (600): A sheet of papers in a package, similar to one that Jeff almost traded his car for. Why this is so expensive? Well I do mean it when I say this can apply to ANY test on how to pass it. A worthiness test? Some trial from a God? A quiz you must answer to save you from damnation? It will be on these papers and you will know it.

Dreamatorium (600/Undiscountable Normally/Discountable with 'On the Spectrum?'): You truly think yourself worthy of the wonders within the Dreammatorium? This room is on first view just an ordinary storage room but you can think of it like a very advanced Holodeck. In it you can accurately make simulations of happenings you describe and even better, they will actually manifest in reality and not just be in your head. Though they won't be able to leave this room.

Companions



Jumpers Study Group (Free/50): For Free you may Import up to six People in this Jump to make your own Study Group. They all get 600 CP to spend alongside Discounts. More can be done at 50 CP a Piece.

Greendaler (Free/100): If you happen to befriend someone in this Jump and make them want to accompany you, you may take them with you free of charge. Otheriwse you may pay 100 CP to ensure they will want to accompany you.

A Best Friend (200): There is one person who, no matter how odd you may seem, will at least be able to understand you a little. You can share a friendship unlike anything else. This is your Constable Reggie to your Inspector Spacetime. With this you may also Import them for free, with them getting 800 CP with the ability to get CP transferred from you to them. You can Import a Companion to gain this Role.

Annies Boobs (100): Troy's Pet Monkey, making himself at home in the Air Vents of Greendale. Careful his bite may or may not make you become like Chang. You can toggle this feature off and on however.

Jumpchain Seven (200): It would be a shame if gameplay limitations would go in the way of telling a good story right? This option allows you to Import up to seven people into this Jump but with one twist. The same group will be allowed to Import in every setting from now on for free, each getting the normal CP stipend the Jump provides.

Drawbacks



Six Seasons And a Movie (+0): Somewhat heratbreaking this Jump comes out before our Movie. Thats what this is for. You may let there be a 'Move worthy' Plot happen in your time here. What this could be? Well who knows really... wanna find out?

Meta Knowledge (+0): If you would miss my Meta Wisdom during your time here you may select this to let me keep my knowledge of this encounter and your true self. Tempting but I wont be offended if you happen to not take this Toggle. Frankly I would enjoy not trying to remake my friendship with Troy and the others with knowledge of our time beforehand.

Shut up Jumper (+100): Roughly 7 times out of 10 when you say something someone will proceed to say 'Shut up' followed by your name with a rather effective burn.

Inheritance Game (+100): You get to keep all your Perks and Items... but only for half your total Jump duration. After 5 years you must play a video game with 7 of your closest friends. This game WILL offend you deeply in some manner. On the bright side you get to keep the rather advanced systems which with it was made after passing the drawback. By the way: the winner gets your Perks and Items for the rest of the Jump.

-Inheritance Conflict (+200/Requires Inheritance Game): With this there will be a different 7th person who will actively go against you. They also know the game better than you do.

-Inheritance War (+300/Requires Inheritance Conflict): Oh now this is not good. You will play against 7 people taken from times in your chain who were the most antagonistic towards you. The winner now not only gets your Perks and Items but also your position as a Jumper. **Where exactly is the appeal in these drawbacks? I am pretty sure no one ever takes these.**

Changnesia (+100/+200/+300): Your case appears to be very much real. You have no knowledge of Community and its plot whatsoever with the first level of this Drawback. At a second level you wont remember Jumpchain at all, only that you life in this World. At the final purchase you will behave like 'Kevin' did.

On the Spectrum? (+200): None of your Business~♫. Either way with this Drawback you become… well… more like me. This means difficult to be friends with and connect with people. Understanding will be something you want more than anything else.

Britta'd it (+200): You tend to mess things up. Expect people to use your name synonymous with making a mistake.

WORST SON EVER! (+200): You had a bad family history comparable to that of Jeff and Pierce, giving you a plethora of issues to overcome.

Irresponsible Educated (+300): Good luck learning anything in this Jump. No matter what you try to learn your teachers will either be completely wacky, incompetent or the subject just will be something you wont get.

Bon Troyage (+400): You want those Perks from outside this Jump to come with you? You gotta earn them on a Journey that the deceased Pierce send Troy onto, seeing something in him that maybe even he didn't knew. You must sail a ship named 'Childish Tycoon' around the entire World. Pierce never used that opportunity to earn his fortune and adulthood and cheated doing on the coast of Belize crack with John Denver. Become your own Man Jumper and take up the Journey. Until than nothing outside of this Jump will be available for you. You may pick one companion to join you on this Quest, in the event that you have none this will be LeVar Burton. You can opt to take this Journey before your first year at Greendale starts so you don't miss the plot.

…I wish you luck Jumper. If you happen to have some Bird DNA… you may feel the desire to travel back. But I believe in you. You can do it.

Evil Jumper (+600): There is an evil version of you here. They will do what they can to make your life difficult and corrupt you into some twisted way of thinking. **Hot. Hot, hot, hot… don't worry I'm fine.**

-…And Companions! (+200/Requires Evil Jumper): And now your companions also have arrived. If you don't have any this will be the Darkest Timeline study group, having explicit knowledge of your abilities and means to counter them. **On the bright side this might make Paintball cool again.**

Darkest Timeline (+600): Is this really worth another Season of The Cape? By picking this Drawback your time here will take characteristics of a 'Darkest Timeline' one. People will be hurt, you will suffer failure and heartbreak, even a small get together could cause catastrophic consequences. No matter if in private life or on Campus, events will happen that will truly make you believe this is the Darkest possible Timeline. It IS possible to improve things but don't expect it, even with your powers, to be easy or to enjoy the majority of your time here.

ABED'S AWESOME ADVENTURE ASSIGNMENT



Hold on for a moment I'm not quite done with you yet Jumper- Having you here, in this iteration of our Verse, is honestly a fascinating and great opportunity! As such I want to make the most of it while you are here so you and us can enjoy your Jump to its full capacity. After all there is potential for Six Seasons and a Movie here. So I want you to know your place as one of us. So we can embark on a truly unique Journey.

If you take me up on this, you will be a member of our Study group and be able to get wrapped up in our shenanigans. Not just that but you will be able to join in on new highjinks. You will get opportunities for adventures that are wholly unique to your presence here, have your share of focus in terms of Screentime as well.

Alongside this there will be 'Duo Episodes' I suppose you could call it, featuring your relationship with one of our group, or maybe even a side character, in particular. To give some ideas one with you and Britta could be helping her deal with her past, neglectful parents, and what was done by a man wearing a Dinosaur Costume when she was a child. One with you and Pierce could be about escaping the control and fear of his father, helping him be accepted more by the people around him and making it so he is less bitter and lonely. One with you and Annie could be about her past as an addict coming back for her... the possibilities are limitless!

However there will also be stakes and danger. Occasionally the adventures will have real threats surrounding them, making it so you will have to put in effort and perhaps even develop as a character. What is an adventure without some stakes right?

If you succeed the Jump while taking this assignment you get my personal thanks for an unforgettable Series and some more rewards. For one any you had a two people adventure with would apply for the condition to befriend them so they come with you as companions. If it is up to seven people you can even give them the 'Jumpchain Seven' purchase and get it so for free.

Furthermore you receive two versions of Community to watch whenever you feel like. One the 'canon' route and the other including you. This can be viewed on a TV with something our creators other show would refer to as Multiversal TV. With this you could see how a Series could be if other factors were presents. For example how do you think Community could be if it played on a Station on the Moon? In fact I even throw in recordings of your previous Jumps in a Series format to view whenever you feel like it.

Lastly you get a special Perk which I hereby dub: "Abed's Awesome Adventure's". With this you can let similar extraordinary adventures take place in future Jumps like you had here at Greendale. There will never again be a dull moment in your life that's for sure. Make the most of this Journey with these gifts. It can't last forever after all. At some point we all reach our final season. But that's not so bad is it? It's all about the path to get there. Till than... be like TV... an old friend you can just use to spend time with and enjoy.

Series Finale



You are once again at the Table where it all started, a decade of experiences behind you. Once again, Abed is here alongside your Benefactor. The latter is watching you and awaiting your decision.

Well Jumper it has been a pleasure to have your company for the past Seasons. Though all good things must come to an end. What do you want to do now?

Go Home: Do you want something more familiar after all this time away? I understand. I hope you will remember our Time whenever you do a Rewatch of our Show.

"It has been a pleasure to watch you that's for sure."

Stay: You want to stay here? Really? Well Greendale and us will be happy to have you.

"Time to put your affairs in order back in your World than. Wont take me long don't worry. Enjoy your life here~"

Move On: Of course, what else would you pick. Well... Thank you for choosing to spend your time with us. Hopefully you can find your own Communities past this World.

"Hey chances are they took you as a companion."

I know but I believe a standard answer not relying on that choice would be for the best.