

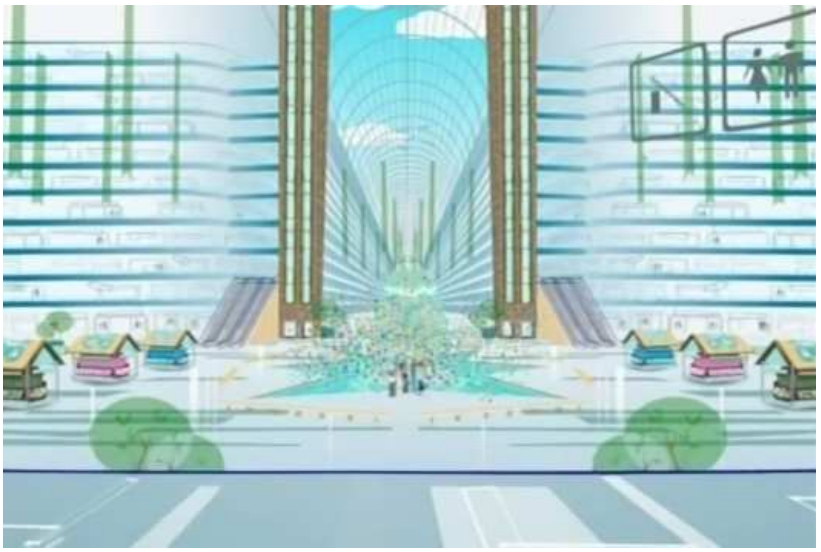
6teen The Jump v1.0

by Maskedduskrider

Ah the Mall. The corner of Teen living in much of the commercialized Canada and United States areas. This takes place in the 2000s era where teens everyday struggle to find a work life balance so they could get money and spend it on stuff.
You start here the day our 6 main characters go out and get their first part-time jobs at this Mall during the Summer.
Honestly not much going on here in this Jump. Well unless you take the Scenario or make this a Supplement to another Total Drama Jump. If not just take this time to hang around the Mall, maybe make some friends with the 6 main characters. Jude a slacker skater working at the Food on a Stick shop. Jen who is the tomboy working at a sporting goods store. Nikki the punk girl working at the Khaki Barn who wouldn't shop there unless forced to go to work for the travel money. Jonesy whose constant antics get him fired from each of his jobs before the episode ends in most cases. Caitlin the new addition to the group being a daddy's money girl who has to work a job at the lowest store in mall's hierarchy of cool - The Big Squeeze, a lemonade stand shaped like a giant lemon, forced to wear a hat shaped like a lemon until she makes up for the money she recklessly spent. And Wyatt the musically talented dreamer with a coffee addiction who falls for an older co-worker.
Dude, just use this time to unwind a little from high stress Jumps.
Take **1000 Credit Points** to fund your adventures.

Starting Location

The Galleria Mall (often referred to simply as The Mall) is where you start. Most of the series takes place here with a handful of exceptions. Many stores are parodies of real-life stores.



Age and Gender

Pick an age that is 16 or up since most of these origins only make sense if you are old enough to have a job.
By default your gender is whatever you were previously.
It is **50 CP** each to change gender.

Origins

Shopper (Drop-In)
You are dropped in this new universe with no background , memories, or documentation. As far as anyone cares, you're one of the background shoppers that may or may not actually have a name. Comes with cash and you can chill out for most of this jump.

Employee
You might be one of dozens of teen workers throughout the mall. Maybe you have worked this gig for a while. Either way you go to your job, get paid and try not to get fired.

Management
You are part of Management for the store. You either are the Manager of a shop in the mall, or you own the place. You might have multiple people working under you or just opened up with only yourself. Either way you are going to need to work hard to not let your business flop.

Rent-a-Cop
You are a Rent-a-Cop, Mall Security. You are the Law working alongside Ron to keep the kids from going too crazy. You might have even served in the Army like Ron did back in Vietcong. Either way you have your work cut out for you with many people not respecting your authority, unless you make the maggots respect it.

Perks

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

General [Undiscounted]

Fashionable [100 CP]
You just know what is in and what is hot in fashion. Gives you a charisma booster when you dress to impress.

Skater Boi [100 CP]
You know a thing or two about Skating. You can perform nice tricks with a board and are not as likely to crash trying to ride one.

Sporty [200 CP]
You are physically fit and active. Sure you are not the best player on the team, but you are not going to pass out from running a few city blocks.

Musical Talent [200 CP]
You are talented. You can sing and play an instrument of your choice. Now you have to actually work to get great, but you start good.

Secret Shopper [400 CP]
This is a Capstone Booster
You are a Secret Shopper. Meaning you get to pick a second origin that fits this to go with your first. You could pick a Shopper along with an Employee since you work for the companies to see if service is being provided. Or even pair Management with Rent-a-Cop if you have a good reason why you are both, maybe you are doing an undercover boss thing while working as a Rent-a-Cop to keep an eye on your shop when no one expects it.

Shopper (Drop In)

Money Management Skills [100 CP | Discounted for Shopper (Drop In)]
You know how to manage your money so that you never go broke even as you give into consumerism culture.

Shop Til You Drop [200 CP | Discounted for Shopper (Drop In)]
This is a general endurance perk so that you can mentally and physically endure shopping for hours on end.

The Customer Knows Best [400 CP | Discounted for Shopper (Drop In)]
Employees and Shop Owners tend to bend over backwards for you. To help you get the best deals so you spend money no matter how rude and bitchy you are. You will never be kicked out of a store for being a horrible person even if you honestly deserve it. Post Jump this lets you act in any way you want no matter the environment without people being able to kick you out.

Shopping Master [600 CP | Discounted for Shopper (Drop In)]
You know all the places for a great deal. How to combine deals together with various sales to get the most for your money. Where everything is in a shop at a glance and just how you can afford to get an absurd amount of sporting equipment in each episode without having to just return it.
Capstone: You have a psychic connection to the greater psychic mass of shoppers. You just know how to get anything you desire. Where its location is and even how to do so for a low, low price that is legal and not just a cheapo shame product. Post Jump if they have stuff like Giant Robots running around you know how to find a supplier too if not get a completed one the parts to make your own.

Employee

Basic Workers Knowledge [100 CP | Discounted for Employee]
This skill gives you the basics on any one Job field you start in. For example if you work retail you get details how to break change, scan items and work the computer well enough to do your job. For more specific details read the Employee Handbook.

Charming Personality [200 CP | Discounted for Employee]
You are just rather charming and nice. People can tell when you are being nice with them and are more likely to respond to you in a positive manner due to this. Helps you with shoppers and other people outside of work.

Boss' Good Side [400 CP | Discounted for Employee]
Your Employer sees potential in you, and just plain likes you. This makes stuff at work easier as they will cut you some more slack. Though don't push it as they can still fire you, just less likely now unless you seriously mess up.

Could Get Any Job [600 CP | Discounted for Employee]
You know just what to say to get any job within reason. As long as you can talk your way into it you are good. Even if your resume is full of jobs you only lasted a day in, you can get pretty much any job offered in the mall. Best thing is even if you are fired you still get paid for your time at work (even if it was just for the day.)
Capstone: This has extended so that you can get any job you want at all at the start of your Jump. Want to be the Cameraman for the News? The CEO of a major company? The President of a country? Now you can be….fair warning this does not provide you with the skills needed to succeed in those jobs.

Management

Manager Knowledge [100 CP | Discounted for Management]
You know how to run a business. Well not great, but you know what needs to get a job and how to delegate tasks to employees and keep track of what they have done.

Get Back to Work! [200 CP | Discounted for Management]
Use this phrase to get slackers to pick up the pace and get to work! Or some variation that works too. This is a voice of authority that gets employees to listen to you.

Drop And Give Me 50! [400 CP | Discounted for Management]
You are the Manager. In your store your word is the law. People will follow you and your orders even if they are on the unreasonable side. Such as a rule of no love talk during work hours leading to them needing to give you 50 push-ups. They will not even try going to HR about this stuff. In future Jumps apply to any business or location you own.

The Sith Master of Sales [600 CP | Discounted for Management]
You just know the best use of yourself, your skills, your employee's skills and time and how to apply it to grow your business. It is almost as if the Force itself is giving you this knowledge! OK not the Force but this perk is giving you the boost needed to become a great Manager! In future Jumps apply to any business or location you own.
Capstone: You are now connected to the Universe and can feel your Employee's capabilities and Moods. You can use this perk now along with this knowledge to turn a single person meat on a stick operation into a world class food chain. Gives you warnings if something is wrong with your shop or employees.

Rent-a-Cop

Memory of Law [100 CP | Discounted for Rent-a-Cop]
You know the law of any place you enter by heart. This updates so that you are not thrown off guard when someone, such as Ron, starts to include new laws and codes to the Mall Security Act.

Voice of Authority [200 CP | Discounted for Rent-a-Cop]
You have a voice that gets attention and makes people actually listen when you talk to them. Doesn't stop them from trying to sneak around you, but at least your voice rings in their ears as a warning.

Officer Takedown [400 CP | Discounted for Rent-a-Cop]
You have the physical ability and skill to take down people. Painfully, non-painfully, as well as causing damage or not. Doesn't matter if it's a punk in a Poky the Panda costume or an Old Man or even a Zombie. You know just how to take them down and how much force needs to be used at any given time.

Military Man [600 CP | Discounted for Rent-a-Cop]
Once Military, always Military punk! You served on tour and did some stuff. You saw real combat and have the skills to back it up even years after you left the field. While you might not be the best and possibly captured and tortured on your tour. You are more than enough for most Mall emergencies.
Capstone: You were once an Elite Commando. You can't share just what you did. Just know you were something out of an action movie and still have the moves to become a deadly combatant should the need arise.

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]

Jude's Zombie Killer Sauce [100 CP] (You get one set Free with the "Dude of the Dead" Scenario.)
A hot sauce made by Jude that is so HOT that it will make a grown man scream in agony, melt spoons and even kill off the undead. Here take these 10 Gallons of the stuff. You get more each Jump. Use it to kill off the undead or sell it to drive spice heads wild. If you want more, figure out the recipe.

Fashionable Clothing [100 CP]
You got a set of clothing that is sturdy and fashionable. It is a classic look that looks nice and is not gonna go out of style. You get a new outfit each Jump custom to you along with a few copies so you don't run out.

Skateboard [100 CP]
You have a custom board that can take a beating. Even get fried in fryer oil and skill comes out looking like new. The detailing is up to you, but even in extreme conditions this is not going to break.

Musical Instrument [100 CP]
Here is an instrument of your choice. This will not break or wear out on you. Could be a guitar that needs no new strings, a set of drums or a keyboard. It's up to you.

Baby Maker Booth [100 CP]
This is a photo booth that takes the pictures of the two people going in and making one based on what their baby would look like. Only in this case rather than a randomizer code system it is actually predicting what one of your babies would look like if you had one right this moment in time.

Sporting Equipment [100 CP]
Here take some sporting equipment of your choice for what you need for a game. Uniform, pads, helmet, hockey stick, even a ping-pong ball shooter. Whatever you need to play the sport and practice. Only applies to what you need for one sport, though the equipment will not wearout and will grow with the user.

Shopper (Drop-In)

Book of Coupons! [100 CP | Discounted for Shopper (Drop-In)]
This book of Coupons will help you out in your shopper journey. Gives you access to great deals with any shop you go to. This self-updates as you enter a new Jump with deals for all existing shops.

Unlimited Chocolate [200 CP | Discounted for Shopper (Drop-In)]
You have an unlimited amount of Chocolate Bars and Chocolate Covered Jelly Beans. Be careful Jumper even if you can pull these out of your pocket for free doesn't mean your body won't pay the price unless you are careful.

Apartment [400 CP | Discounted for Shopper (Drop-In)]
You live in a rather nice Apartment that will fit you and your companions Jumper. Gives you a bit of free space and a place to crash after the Mall closes and you just want to relax.

Daddy's Credit Card [600 CP | Discounted for Shopper (Drop-In)]
You have the Credit Card of a rich and spoiled brat. No one will notice that you are buying things using this that are frankly speaking out of your normal price range. Sure you can't buy everything, but this will help you pick up most consumer goods and products you want or need during a Jump. Such as cars and toilet paper for the coming apocalypse if you picked that Scenario here. Has a 100,000 Dollar Spending limit per month but resets with each month.

Employee

The Employee Handbook [100 CP | Discounted for Employee]
The Employee Handbook is the heart and soul of staying employed. If you have a question just open to a random page and the answer for it will be right there for your current job. This updates every Jump to your current Job. Even covers company policies that would normally be hidden from you.

The Resume [200 CP | Discounted for Employee]
This is a personal customized Resume that turns your experiences into something that makes sense to your Employer without giving away the fact you are a centuries old Jumper. Self updates so that it will be formatted to be something to catch the eye of employers and get them to hire you.

Free Day Passes [400 CP | Discounted for Employee]
You have a set of free day passes to the Amusement Park! You get one each Month and can use them to spend a day relaxing transported to an Amusement Park of your choice, for Free! Could be one from a current or prior Jump and best of all you still get paid for a day of work which your Bosses let you have off not suspecting a thing.

Employee Discount [600 CP | Discounted for Employee]
Now this might not seem like much, but this is the Employee Discount. In any future Jump you will now come across stores you once worked in. Since with this even if you no

longer work there you get a big discount on any item or product they sell. More than that if there is a job you did as a prior Origin in a new Jump, you can use this to get that Origin Discount. You can only use this for a Origin Discount not your own once per Jump and only one one thing, cannot use with another Discount.

Management

Classy Uniforms [100 CP | Discounted for Management]
Your shop has uniforms for all employees if a Uniform is a requirement. They look nice, professional and one size fits all no matter the body type yet is flattering.

Cleaning Supplies Closet [200 CP | Discounted for Management]
You have a magic closet full of an unlimited amount of cleaning supplies. This becomes part of your warehouse or can be imported into other buildings post Jump.

Storage Room [400 CP | Discounted for Management]
You have a Storage Room with unlimited space for Products for the shop you work in or own. Post Jump this expands to being able to supply storage for any business you one while being connected to each so you don't have to ship a thing. Even comes with suppliers who will get you stuff cheaply as long as you can sell it.

Deed to the Shop [600 CP | Discounted for Management]
You own the Shop you work at here becoming the Owner. Maybe you bought a canon shop from the series such as the Penalty Box, the Lemon, Stick-It or one of the others. Maybe you have your own shop idea and decided to make it as long as it's something that could exist in Canada during the 2000s you can make it. Whatever the case it is your shop, and you have no Boss higher than yourself here. Post Jump you can import your shop into the new Jump or make it a Warehouse Attachment. Either way after this Jump Employees will show up from the ether to work the place for you so it's all good. Just try not to get it trashed bad enough to fail a health inspection before then by never washing the floor or trying to push illegal products getting yourself arrested.

Rent-a-Cop

The Uniform [100 CP | Discounted for Rent-a-Cop]
It pays to have a uniform that is nice and clean for the job you have. And now you will always wake up to a clean uniform that you can wear for the day that repels stains.

Rent-a-Cop Flashlight [200 CP | Discounted for Rent-a-Cop]
This flashlight will stun those that look at it directly. It has unlimited batteries. Most importantly when shined on guilty maggots it will make it so they will be unable to think of escaping once your eyes are on them so long as the light stays on.

Master Key Ring Set [400 CP | Discounted for Rent-a-Cop]
This set of keys can open any lock. You just have to remember which one is which and Bob's your uncle. Can open up the door to any shop in the mall. Post Jump this can open any locked door to a building.

Mall Jail [600 CP | Discounted for Rent-a-Cop]
Inescapable to maggot kind. No one will be able to let out their friends without your permission. You hold the only key into and out of Mall Jail. Nothing can get in or out without you saying so. Even if they rush the door when you unlock the door to get another Maggot inside unless you let them leave they are not going anywhere.

Companions

Companions can purchase more companions.

Companion Import [50-200]

Either import a prior companion or create a new one. Pay 200 for eight add-ins. Each of them gets no CP to make use of, but can take drawbacks to get some. Enjoy.
(Note: If you are taking the Scenario they get the Requirements of the Scenario. Which includes a drawback that gives 600 CP.)

Canon Companion [50]

So you want to take any other existing character from this world. Well then this option is for you. Since they are baseline humans feel free to take any for just 50CP for an enjoyable first meeting with someone of choice to get a good first impression.



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.

So Fresh [+0CP]
Taking this Drawback will make Fresh TV's other series exist in this universe. That means Total Drama is an actual reality TV show that airs on cable.

The Missing Fresh Link [+0CP]
Were you in a Fresh TV series before? Were you a contestant on Total Drama, or a Grom working at a certain beachside hotel? If you with this add in this Jump takes place in the same world you visited before. Meaning you could have a bit of fame or connections already in place.



Fresh Supplement [+0 CP]
You can use this as a Supplement for another Fresh TV series such as Total Drama. Hey maybe you could bring over the gang to join you in the show! Up to you how things work out with this.

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

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Flirt [+100 CP]
You are a total flirt. You can't seem to stop your eyes from wandering and trying to score a date as you look for **The One**, or just a hot date.

Such a Thing as Too Chill(+100CP, incompatible with Ultra Serious)
Dude there is such a thing as too relaxed and you are it. You are gonna lose your job if you don't shape up and actually clean the back room.

Ultra Serious (+100CP, incompatible with Such a Thing as Too Chill)

You are the serious and highly stressed one who is dealing with the madness of stuff going on. Or you are just taking your job WAY too seriously.

You Have an Addiction [+200CP]
You are addicted to something. It could be shopping where you can't resist a really good sale and have to check it out. It could be coffee with you NEEDING a cup to function every few hours. Up to you what it is.

Emotional Rejection [+200CP]
You take rejection hard. It will have a huge emotional impact even with just a single date. You fall into the cycle of sadness and anger.

Can't Hold a Job [+300CP] (Incompatible with Shopper (Drop-In))
You are pulling a Jonesy and get fired from your job before or during your second day. Boss doesn't like you, you screwed up, you tried a get rich scheme, you ditched work to help a friend, and so on. Good luck getting a new job.

Guys Are Better than Girls [+300CP]
Dude not cool. You tend to let your mouth write checks your ass can't cash. Such as thinking dudes are better than girls at stuff and acting like a dick to prove your point (you don't have one and this will only backfire on you by the way.)

The Enemy [+300CP]
You have someone in your life that is your enemy and rival figure. Be it in work, love or anything else going on. They want to see you taken down and frankly you can't stand them much less the thought of them winning! Is it gonna get petty at times? Yes. Do you care? Not as long as they go down!

Karen [+300CP]
Rude and frankly bitchy shoppers that believe sunshine comes out of their ass will show up daily. And if you don't bend over backwards to help them you could get fired. If you are your own boss or just don't work here they will go out of their way to make things worse for you somehow.

Cut Off [+400CP] (Incompatible with Shopper (Drop-In))
You are cut off from Daddy's credit card after going nuts with it and have to work. You need to keep a job this whole Jump. Doesn't have to be the same job, but if you want money to live on you need to have a job as this cuts you off from any way you have to make money in this Jump. Not even cash from prior jumps will help.

On Thin Ice [+400 CP] (Incompatible with Shopper (Drop-In))
You are on THIN ICE MASTERSON! I mean JUMPER! If you mess up ONE MORE TIME then you are **fired** from your job! And if you are fired from this job unless you get your boss to take your ass back in 24 hours then you will have a **chain fail** and be sent back home without anything from this experience.

Mall Mascott Time [+500 CP] (Incompatible with Shopper (Drop-In))
You are Pokey the Panda! For the rest of this jump you need to wear this costume, entertain children, and work your hours at the mall all the while wearing this. You can

only take the suit off when you have to head to the restroom, shower or go to school. Don't be a bad influence for children otherwise people will be after you.

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

Scenario



Dude of the Living Dead (Required: Lockdown)
Remember when the worst thing you had to worry about was getting fired from your job? Yeah that is no longer the case. The mall is infested with ZOMBIES! And no this is not actually a dream! Good news the outside world has figured out how to put all the Zombies in one place. Bad news is inside of your mall and honestly people are not going to bother trying to save you or your companions. It is up to YOU Jumper to survive the zombie apocalypse and get out of the mall within 24 hours. Otherwise you are not going to like it when they start testing some bio weapons to kill ALL the zombies in the mall believing the humans are lost cause.

Requirements:

- Lockdown Drawback must be taken.
- Jude's Zombie Killer Sauce (Item), You get 10 Gallons of the stuff and some water guns to deliver it in. Along with the recipe to make more. Considering you will die without this, take it for free, the cost is having to live through this mess.

Success:

- Mall of the Dead (Item) You get the Mall which can be free of zombies or invested with hordes of the undead to either keep as part of your warehouse or drop off into coming jumps. This can either make you a fair bit of local money as it comes with workers who are not companions, or kick start the zombie apocalypse if you feel like being a dick.
- Survivor Companions - You get the survivors you help save since frankly without your help. They are going to die. And you get them for **FREE!** Bring along Jude, Nikki, Pokey the Panda and whoever you manage to save from hordes of the undead either as a single Companion slot companion, familiar or followers. Up to you how you do this and yes you could go with multiple Companion slots for each companion gained here if you really want to.
- Alt Zombie Forms - You and the companions that survive this, along with Survivor Companions get their own Zombie form that can be more than a mindless member of the horde. Have fun with this wicked 'costume' that comes with immunity to the Z-Virus.
- Free Exit Ticket - You can just leave this Jump after you escape at any time since the plot is dead along with the setting.

Failure:

- You got 24 Hours to get yourself out otherwise you get a Chain Fail.

Decisions

You have three choices …

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

Dude Stay
Stay and enjoy your current life.

Dude 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.