



Hannah Montana Jump
v1.0
by LJGV/Sin-God

Hello jumper! It's currently early 2006, and you're about to wake up somewhere in Malibu, California. Moments after you wake up, or otherwise initiate your time here, you're almost guaranteed to overhear a song play on the radio, or even be performed live: *The Best of Both Worlds*. Whether you hear it performed live, perhaps by an overzealous fan, or you hear it on the radio, you are sure to note the song's popularity.

In this world, a popular starlet named Hannah Montana's career is on the rise. What no one outside of her family, at least by the time this jump starts you off, realizes is that Hannah Montana is the stage name and alternate identity of Miley Stewart: a 14-year-old girl who uses makeup, a supportive family, and a blonde wig to moonlight as a pop star after school and on the weekends. The central story of this world is an exploration of the impact of celebrity on one's life, growing up, family, friendship, and various other surprisingly mature themes for a Disney series from the mid-2000s.

Now, before you get started exploring Malibu and befriending Miley, Lily, Oliver, and the rest of the Hannah Montana crew, you have some important choices to make. This jump begins the day the events of *Lilly, Do You Want To Know A Secret?* (season 1, episode 1) kick off and lasts for a decade.

Take **1000 Music Points** to fund your adventures.

Starting Location

Either select a starting location freely or roll a D5 to have it chosen for you by chance, and get an additional 50 points to start off.

1. Outside of a Concert: This isn't necessarily a Hannah Montana concert, in fact it may be easier if this is outside of a Mikayla concert, or perhaps an Aunt Dolly concert.
2. Seaview Junior-Senior High: This strange school teaches students from grades 6-12 and is the school Hannah, Lily, Oliver, Rico, and Jackson all attend.
3. Stewart Malibu Home: This is the home of Jackson, Robbie Ray, and Miley. If you aren't a member of the Steward Household, you're probably friends with someone who is.
4. Rico's Surf Shop: Ah yes, the Malibu beach. This shop, owned and managed by Rico Suave, is a popular hangout spot and is where Jackson can frequently be found as he is an employee and a frequent victim of the shop's unusual owner.
5. Free Choice: if you roll this option freely pick where you'd like to start.

Age and Gender

You can select your gender and age for free, or you can leave it up to chance to earn an additional 50 points. If you decide to leave it to chance, then your age will be 12+1d3.

Origins

Both the Malibu Resident and the Stewart Family origins are fully drop-in compatible. Perhaps you just moved to Malibu, or only recently discovered that you were a member of the Stewart Family?

Malibu Resident [Free]

The people of Malibu sure are a quirky bunch! From Rico, of Rico's Surf Shop fame: an eccentric and mischievous entrepreneurial sadist, to the teachers of Seaview Junior-Senior High, there's an impressive slate of figures who populate Malibu. This origin makes you one of them.

Fellow Celebrity [Free]

Hannah Montana is just one teen celebrity, and there are a number of other celebrities who have influential fan bases and vibrant careers. From fellow popstar Mikayla to acting sensation Jake Ryan, all the way to television personalities like Colin Lasseter, the world Miley Stewart moves through is populated by celebrities. This origin allows you to become a fellow star, in an area of your choice.

Stewart Family [Free]

And then there's the Stewarts. This family, which formally includes Mawmaw, Bubba, and Grandma Ruby, as well as informally includes Aunt Dolly, is the family of Miley Stewart. By taking this origin, you become a Stewart yourself, though you may be a distant cousin, or a sibling, or some other sort of relative at your discretion.

Perks

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

General [Undiscounted]

Sweet Niblets! [Free For This Jump, 50 MP To Keep]

There's a certain wholesomeness to Disney dialogue that can be hard to mimic. This perk allows you to trade Disney-level zingers with the best of them, giving you knowledge of expressions like "Sweet Niblets!" and "Oooo, tssss" (complete with the appropriate body language to make an "Ooo, tssss" really sting). While this perk is free for this jump if you pay 50 MP and keep it in future jumps this updates as you progress your chain, giving you knowledge of local sayings and the like.

Slapstick Montage [100 MP]

It is undeniable that the audience of a certain network loves slapstick humor. This has caused there to be a surprising amount of physical comedy in the world of *Hannah Montana*. The characters seem to have a surprising level of resilience to injuries that are played up for jokes, with either no long-lasting harm done to them or a shocking ability to bounce back from at least minor injuries. You have incorporated a curious version of this, in that the funnier something that harms you is the less damage you take from and the faster you recover from said damage, allowing you to be the butt of a variety of jokes and come back from them. This loses some of its power if you are injured by someone seeking to do you harm, but even then, if the circumstances behind the injury are funny you find that you're at least a little bit better at taking it on the chin and bouncing back.

Malibu Resident

Celebrity Catcher [100 MP | Free for Malibu Resident]

Malibu is positively teeming with celebrities. And you have an impressive ability to just stumble across them by chance. This isn't something you can fully consciously control (though you can shut it off at will), but it will allow you to pretty frequently meet the rich and famous.

Close Copy [200 MP | Discounted for Malibu Resident]

This is a very intriguing skill... The more friendly you are with someone the more of their talents rub off on you. This will never be an exact copy of their skills, but rather a gradual absorption by you that incorporates your personality traits into what you are copying. This can be you becoming a better artist by befriending a painter and your version of their skills, resulting in you being a really skilled sketch artist, or it can be something like someone's skills with horses, resulting in you having good instincts behind the wheel.

Found Family [400 MP | Discounted for Malibu Resident]

You are a spectacular friend, gifted with high empathy, natural likability, and an ability to get through to even the coldest, most reserved, or shyest people. To those you really care about, you're more like family than a regular friend, and when you really befriend someone they, and their families, are accepting of your antics, trust you, and take your presence by their side as something that should go without saying. This is to such a degree that your closest friends, and their families, will do things like set out a plate for you for dinner every night of the week, take you on family vacations, and trust you with their deepest secrets. With this you'll find it easier than ever to make new friends, and for those new friends to feel like you've known each other for forever.

Rico Resident [600 MP | Discounted for Malibu Resident]

Money matters. As do science and math. By taking this perk you become a true genius when it comes to STEM (Science, Technology, Engineering, and Mathematics). This perk also makes you remarkable at managing money, able to do things like turn a very pleasant profit running what ought to be a mediocre business, provided you have enough funds to get started.

There's a secondary, altogether less pleasant, facet to this perk. In your darkest moments you find that your mind races a mile a minute when you engage in bullying, manipulation, and other antisocial behavior. The less pleasant you are the more your mind races, allowing you to become smarter, better at making money, and altogether better at using your brain, the worse you behave. There's no upper limit to this, though obviously the more it gets used the worse you reveal yourself to be...

Are you related to a certain boy genius?

Fellow Celebrity

Celebrity Crush [100 MP | Free for Fellow Celebrity]

It is common for people to have crushes on celebrities. There's something about the status of famous figures, as well as their (presumed) wealth, coupled with the personas many put on for the public, and the fact that plenty of celebrities are above average in terms of conventional attractiveness. You exemplify this, and find that you will have no shortage of admirers, with the amount of celebrity crushes you cause scaling to match your fame. An overwhelming majority of the time you'll find that the people who have crushes on you are surprisingly grounded, mature, people who are open to learning more about you and who will, in time, come to appreciate you as a whole person rather than as just a celebrity.

This also enhances your popularity among your fellow celebrities, with this being keyed to how famous you are. The more famous you become the easier it is to get along with other famous sorts.

Celebrity Connections [200 MP | Discounted for Fellow Celebrity]

You know everyone who is anyone. You have a remarkable ability to get to know the rich and famous, allowing you to nearly effortlessly build connections among the wealthiest and most famous people in this and future jumps. As you become more famous your list of connections grows with considerable ease, and by the time you're an A lister you could easily know everyone in any given industry you choose to make a central part of your career. This is a power in and of itself, and people may well aim to get to know you just to get a step closer to those you know.

Celebrity Convenience [400 MP | Discounted for Fellow Celebrity]

Well aren't you lucky? It's not luck? People are just... really nice to you and put up with your oftentimes obnoxious behavior? Wild.

This gives you a sort of plot armor that is keyed to your overall level of fame (growing more powerful as you become more famous). Your particular plot armor is best at giving you small quality of life boons, such as allowing you to avoid paying for meals in exchange for celebrity endorsements, getting a break from a homework assignment just because you've been stuck in rehearsal, that sort of thing (though it scales to fit your circumstances, such as if you aren't a teenage actor balancing your career and your studies).

Claim To Fame [600 MP | Discounted for Fellow Celebrity]

Every celebrity has to be famous for some reason, right? That reason needn't be anything particularly complex or super compelling but to be famous, you have to have something that makes you notable. Hannah Montana has many celebrity friends with some being famous for making music, acting, fashion, or for doing things like hosting talk shows and the like. This perk allows you to tie together your fame and something else of your choosing; a skill of some sort, with you becoming better at this skill as you become more famous and you becoming more famous as you hone this skill. As you practice and hone whatever skill you've tied to your fame, you'll find opportunities for fame falling into your lap, and as you take advantage of those opportunities your level of skill with what you tied your fame to will naturally grow.

You retain the fame you accrue across jumps, if you wish (meaning you start off as a famous person in future jumps, with your level of fame scaling to match your skill with your chosen talent). You can swap out what you're famous for between jumps, but you lose a portion of the fame equivalent to how different the skills you're swapping out are. If you're a famous singer and you choose to swap out singing for dancing you wouldn't lose that of the innate fame you will naturally start off your next jump(s) possessing, but if you swap out singing for sharpshooting, then you'll lose a significant amount of the fame you'd start off the next jump possessing due to this perk's effects.

This perk works for drop ins as well, but rather than amplifying their starting fame as a background feature it throws chances to become famous at them, corresponding to their skill level when it comes to their chosen skill when the jump starts.

Stewart Family

Relational Riches [100 MP | Free for Stewart Family]

You'd think being related to a phenomenally popular pop star would come with perks right? Well... In your case, it does!

Your family members are really, really good at making sure their relatives are uplifted by their success, and you are a boat that this rising tide will uplift. This effect manifests in a thousand small ways, from your relative giving you an allowance that scales to match their level of fame, all the way to your luck being positively affected by the success of your cousin, mother, father, brother, sister, aunt, etc. The closer you are to any of your famous relatives on a personal level, the stronger this effect grows.

If YOU are the famous celebrity, then the more you do for your family, the better things are for you, with this manifesting mainly as a sort of plot armor that feeds on both your generosity to your relatives and the success of your career. Both versions of this work for found family as readily as they do for biological, blood relatives.

Family Jumper [200 MP | Discounted for Stewart Family]

You're a family person, jumper. This makes you an incredibly talented person when it comes to family relationships, making you a really positive member of your family, able to support, protect, nurture, and even teach your relatives, regardless of your exact biological relation to them. You are especially good at being a supportive parental figure (even if you aren't actually someone's parent).

One area where this is especially good is when it comes to nurturing the artistic talents of those you care about. You could effortlessly help your family members discover loves of and talents in the arts, such as acting, dance, and music. This enhances your own talents in these areas as well, as in helping others learn to love the arts, and succeed when it comes to creating them, you will find yourself learning from them as much as they learn from you.

With this perk you'd also make a good manager and the like, even of people you aren't actually related to (though to a lesser extent than if you were actually related to someone you were managing).

Best of Both Worlds [400 MP | Discounted for Stewart Family]

You are an impressively able master of disguise, jumper. With this, you have a striking ability to come up with... Clark Kent level "Disguises" that somehow just work. If you put on even a simple disguise, people will be fooled unless they saw you putting on the disguise in question. This comes with three handy benefits: firstly, you are really good at determining how trustworthy people are and can easily tell who would keep a secret if you told them, and you're also really good at making disguises that have this effect (and require the same level of effort) for other people.

With this, if you had even four wigs, light makeup, and maybe a pair or two of sunglasses, you could create a whole new band made up of famous musicians who just want a second identity! Once you've made these disguises, they can be taken off and reapplied, and those who are donning them regain the benefits of this perk. The final

benefit of this is that you become really good at remembering the details of both of your double lives, ensuring you won't misspeak or otherwise do something to endanger the deception you're engaging in.

Somehow, even if you are a celebrity, if your identity is discovered and broadcast, there will be no long-lasting negative repercussions so long as you didn't do anything that would merit them. This won't protect you if you used your second identity to commit crimes, but if all you did was try to experience life as a celebrity while also having a normal, non-famous identity, then at most some people may feel a little annoyed you didn't clue them in but they'll forgive you in a few days.

The Climb [600 MP | Discounted for Stewart Family]

Some say there's always gonna be another mountain. Someone once said that it'll always be an uphill battle. Now there are people for whom this is definitely more true than others, but the general idea here is sound. If there's always gonna be another battle, and sometimes you just have to lose... Well, the least they can do for you is give you a chance to learn from them, and transform them into something beautiful.

This perk makes you a musician on par with Miley Stewart at the beginning of the series: already a trend-setting popstar, songwriter, and instrumentalist capable of playing the guitar and the piano. Beyond that this perk dramatically enhances your ability to write songs and to draw inspiration from your own life. You find that the more life you live, the more you experience, the more diverse the music you can make, and things that make you feel strongly result in truly beautiful music, capable of sharing what you're feeling with those around you. When you sing emotionally, tapping into your heart, your voice is better for it, with this effect building on itself if you are singing something that reflects your emotional state.

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 100 MP items 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.

Malibu Resident

Skateboard Surfboard Combo [100 MP | Free for Malibu Resident]

This is a handy skateboard. You know how to use it on par with a professional skateboarder, and can use it to travel across even enormous cities in minutes. Additionally when you are on this skateboard and you get injured by anything that wasn't a deliberate attack aimed at you specifically you crash and fall, but can get up with as little as a few scratches, no worse for wear (and this is equally true of the skateboard). This can morph into a surfboard when you approach the waves and retains its special qualities in the water as much as it does on dry land.

Locker Doctor [200 MP | Discounted for Malibu Resident]

This little trinket is a fun bauble that fits in your pocket. When you have it you can fix any broken locks or doors, provided you are asked to do so or offer to do so for someone else. With this you can also find keys that people have lost, so long as people give you permission or wouldn't mind you finding the keys, and you give them to their proper owners right away. No one will get locked out of their lockers, houses, or even cars, so long as you're around!

Muy Rico [400 MP | Discounted for Malibu Resident]

Being rich has its perks! In this case, one handy perk is that you are now the owner of a moderately successful business. By default this business takes the form of a concession stand situated somewhere on a beach in Malibu, but you are free to change this and to have another moderately successful business. This business will start off moderately established and with all the makings of a successful, profitable business that will follow you between jumps (and that you can change between jumps, so you won't be the owner of a beachfront cell phone repair shop in medieval Germany in your next jump). Even without any active direction on your part you'll find that this place gives you a tidy profit, and one that can be massively increased if you take an active part in its day to day operations and know how to run a business.

Fellow Celebrity

Famous Fundamentals [100 MP | Free for Fellow Celebrity]

This is a suite of items related to what makes you famous, or if you aren't a celebrity then tied to your artistic pursuits and passions. This includes things like a computer or typewriter if you're a writer, some instruments if you're a musician, equipment for recording things if you're a talkshow host or journalist, etc. These items are of surpassing quality and will always subtly enhance the art you create with them in every way.

Executive Producer John Jumper [200 MP | Discounted for Fellow Celebrity]

This item is a cushy, low-effort position that gives you a generous passive income for relatively little work in an area keyed to your artistic interests. You could be a social media marketer for a band you really like if you're into music, or have a chill job as a "Consultant" on a show if you really like writing and acting. This job will give you credibility in your industry, and a nice fairly passive income. In future jumps you'll be offered similar positions.

Once In A Lifetime Script [400 MP | Discounted for Fellow Celebrity]

Look at this thing, jumper. Written by Steven Spielberg himself, starring Tom Cruise and... isn't that your name?! Congratulations, jumper!

This item is a once-in-a-jump/once-per-decade McGuffin that you can use to tremendously boost your career in a way that is keyed to both whatever origin you've chosen in a given jump and your interests. Materially this manifests as some sort of trinket related to your career (including the career you desire to have, such as if you are in a jump where you are a high schooler or just getting out of high school and entering the workforce rather than if you are entering a jump as an established writer, actor, singer, etc.) that disappears when you use this item: intending to activate it and spawn the opportunity that will soon be delivered right to your front door. The opportunity in question will be surprisingly easy, though it will often require some commitment of time, and the end results of the time you invest in the opportunity will be paid back to you in dividends in terms of the wealth you receive and the fame it grants you.

This will always significantly boost your fame and prestige, but this effect also scales with both your talents related to what you're doing (so a better writer who uses this to manifest a book deal will get more from it than an opera singer who uses it to manifest a book deal), and how much time you pour into it. If you're an actor who uses this to land a role in a movie and you spend a year doing work related to the movie then the movie will be a smash hit and your career will take off. And if you're a talented actor then this will be even greater.

Stewart Family

Disguise Kit [100 MP | Free for Stewart Family]

This is a small bag containing a number of items that are perfect for making simple disguises. With this, you can make up to three disguises that are just effective enough to get you out of a sticky situation once before they begin to degrade. Of particular note here are the wigs, which serve as the centerpieces of any disguises you create. The ability of a disguise to get you out of trouble once refreshes each day, so you can use them daily. This is noticeably less effective than if you possess the Best of Both Worlds, but if you have that perk and this item then you can create entirely new identities that seem to fully exist and pass any level of scrutiny (but this doesn't mean they can do things like get you into places you aren't permitted to go, it just means that if people look for proof of your identity then they'll find it and be satisfied you are a real person). With just this item you can create reliable disguises for getting past paparazzi and the like, even if that's about the extent you can rely on for this.

Blue Jeans [200 MP | Discounted for Stewart Family]

No, this is not a pair of beautiful blue jeans. This is a horse! This beautiful horse is wonderfully tame, to you specifically (not so much to other people, unless you give them permission to ride Blue Jeans). This horse is the fastest horse around (and this property remains true in future jumps), and is fiat-backed to always be a friend you can rely on (not needing food, respawning the next day if they somehow dies, and with a SEP field that keeps people from questioning their existence). You can decide their appearance, breed, and other specifics like that, including changing them between jumps.

Old Home Videos [400 MP | Discounted for Stewart Family]

These are sad things... This set of old home videos (and a compatible TV thrown in for free, so long as you're using it to view the videos) is tied to your family, including family members in past jumps if applicable, and possesses an especially strong connection to family members who've passed away. You can watch these videos and focus on them for a few seconds, and if you go to sleep shortly thereafter, you will get to see the family members in the videos in your dream. They will comfort you, give you advice on your current situation, and offer you a helpful hint or two about how to solve the problems you're facing. This advice can be about anything, with your relatives proving surprisingly wise even as you go to stranger and stranger jumps and get odder and odder relatives. Each video is labeled with who appears in it, and you can even find videos that feature multiple family members from across multiple jumps. As you travel from jump to jump and gain more and more family members, the collection of videotapes this encompasses will expand.

Companions

Companion Import/Companion Creation [50-200]

With this, you can spend MP to import companions into this jump, giving them 600 MP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 MP per person you do this for, or you can spend 200 MP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 MP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 MP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Early Exit Toggle [0 MP]

This allows you to exit the jump as soon as the events of Hannah Montana come to an end: when Miley returns to Stanford with Lilly at the end of *Wherever I Go*. This cuts the jump down to about 4-5 years, as Miley is in 8th grade at the start of season 1 and finishes the summer between senior year and her first year of college in the final season.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 MP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

Daddy Say What? [100 MP]

Are you ready for this, jumper? For everyone to be affected by peak Disney dialogue for an entire decade? This drawback makes everyone talk the way Hannah Montana

characters talk, with catchphrases, Disney-level quips, and the like. Be ready for a decade of [this](#).

Baby's First Dramedy [100 MP]

Daddy Say What only affects dialogue. This actually affects people's minds. This drawback makes everyone just a little bit more toxic, more dramatic, and makes it a little bit harder to resolve misunderstandings (while subtly pushing the world in a direction to make more happen). With this relationships are a little bit more volatile, people take a little bit longer to forgive each other, and people tend to be jerks with hearts of jerks more often. This is not a significant effect, but it's so pervasive it will color your time here just a little bit every day.

Episodic [200 MP]

There's a certain... episodic element to your life that's rather bizarre. Events in your life tend to be broken up into story arcs with clear beginnings, middles, and ends, and each individual moment can only contain so many different plots at once, like you were part of the A-Plot of a show meant for kids. Between each major story arc things tend to bounce back towards a certain status quo that resists major changes, but a few significant changes a year, one or two, will persist permanently, usually ones that happen at the start and end of years (Season openings and season finales). This may actually be a bit of a boon if you want to take it easy this jump, but if you came here hoping to majorly overhaul the story this will be a bit annoying.

Is This The Life? [200 MP]

Prepare yourself to see people's most classist, nonsensical takes, regularly. You will routinely experience and be affected by people with immensely snobby takes, and be plagued by clout-chasers and the like (if you happen to be famous). If you are not famous then people will discount the things you say out of hand, and dismiss you at the first chance they get, while if you are famous you'll have to try and differentiate between the rare few who like you for you and who like you for the status you possess (and who want it for themselves).

Worst of Both Worlds [400 MP]

Oh this is... This is brutal. Every time you have an opportunity to have a fulfilling personal life outside of your career, you'll get an amazing opportunity related to your career. And the reverse is also true; every time you are faced with an opportunity to advance your career you'll learn of a wonderful chance to deepen your relationships with your loved ones and friends. The catch? You have to decide between these opportunities and each time you can only pick one. These chances and opportunities are not deals with the devil or scams but each time you make a choice you are locked into that choice and the other opportunity vanishes, irrevocably. Each time you make a choice you'll feel the other choice slip through your fingers and sense what would have been if you made the other choice, and while these feelings will be temporary, it'll make you hesitate if you make these choices back to back.

Rico The Rascal [400 MP]

This is an unpleasant punishment jumper. By taking this drawback, you consign yourself to a decade working for Rico, who will be even more cartoonishly sadistic and unpleasant than he is at his worst in the series. He will seek to make your life suck a

little bit every time you report to work. You cannot quit this job (nor can you get rid of Rico), and as you work Rico learns what makes you tick. If you are a middle or high schooler you have to work 20 hours a week and if you are an adult you have to work 40 hours a week.

The Secret [600 MP]

For the duration of this jump, you are saddled with a dual identity. The Alexis Texas to your Jersey Jumper. You must divide your time in this jump between both identities and keep the secret... well, a secret. Your other identity is famous and you get followed both by paparazzi and fans alike, and if they discover that you split time between two identities, you fail this jump. At this tier, this drawback is absolute. No one is allowed to learn your secret. For 400 MP instead, your family can be told your double identity, but if they tell non-relatives, then you lose this jump.

If We Were A Drawback [600 MP]

This drawback saddles you with someone younger than yourself who possesses an immense wellspring of artistic talent and a truly concerning lack of survival instinct. It is on you to whip this person into shape and to make them into an award-winning artist who earns at least 10 major music awards (examples include Grammys, Billboard Music Awards, Country Music Association Awards, etc.) during the time you are in this jump. If this person retires before clearing the 10 music awards part of the drawback, if they die, if you quit teaching them for more than a month, then you fail this drawback and fail this jump.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

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

-Mini Changelog: This jumpdoc was created on May 5th, 2026. This jump document was published on May 7th, 2026.

-I've kept a set of informal docketts for jumps I wanted to make, and Hannah Montana was on more than one, namely the Disney and Sitcom docketts.

-So the perks and items in each origin result from a process wherein I took different characters that each origin could logically correspond to and then distilled something from them for a given perk or item. Miley herself is the source of both The Climb and The Best of Both Worlds, which is pretty obvious but that explains the thinking that went into this. Rico Resident is a pretty clear derivative of Rico's genius and maliceness,

while Found Family is based on Lilly. Close Copy is based, very loosely, on Oliver's music career but only in the most general sense rather than being something taken from the series itself.

-Locker Doctor is a case of me turning a trait a character possesses into an item. Oliver is known as the Locker Doctor and I turned that into an item and strengthened it a little.

-Fellow Celebrity is mostly generic, but there's little bits and pieces that are directly lifted from various things. Once In A Lifetime Script is taken directly from the series finale, and Celebrity Crush is based on Jake Ryan. Celebrity Connections is based on Traci Van Horn's parties. Stewart Family's stuff is pretty obvious, but Relational Riches is based on both Jackson and Robbie (though the inspiration was Jackson's early behavior in trying to get dates, and a line of comments made by YouTuber SassyGrilledCheese in his [video](#) on the Hannah Montana movie). Family Jumper is based on Robbie Stewart. Blue Jeans is straight up Miley's horse in the movie. Old Home Videos is based on the scenes in the series where we get to see Susan Stewart. Best of Both Worlds and The Climb are (probably pretty obviously, haha) based on Hannah Montana songs.

Surprisingly, the only straight-up generic perk or items are Celebrity Catcher and Famous Fundamentals. Muy Rico & Rico Resident are obviously based on Rico.

-Alexis Texas was, allegedly, a name they considered for Hannah Montana, before discovering that the name Alexis Texas was already in use by an *entertainer* whose audience may have had children who'd grow up watching Hannah Montana.