



Total Drama Contestant Jump
v0.1

by Masked Dusk

Welcome to the Total Drama Contestant Jump, Jumper! Now you might notice fast there is only one origin. That's right you have to be a Contestant for at least the season that you land in universe unless you take a drawback making it so that you have to show up for the others!

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

Starting Location

You can pick a starting Season which you will arrive like the other contestants will in the show, or be picked up for it. Alternatively you can roll a **1d8** to determine where you start getting an extra +100 CP to spend.



Island/ Action!

This is the first two seasons of the show. You arrive as one of the first, an OG contestant added in to the show or replacing someone. Now the show is only starting out and this is your best chance to really shake things up.

World Tour!

This is season 3. You are one of the new contestants

added into the show to shake things up. Most of the Contestants know each other and you know them which can be both an advantage or disadvantage as you will need to earn their trust and make a good first impression to stick around for long. Oh and there will be singing!



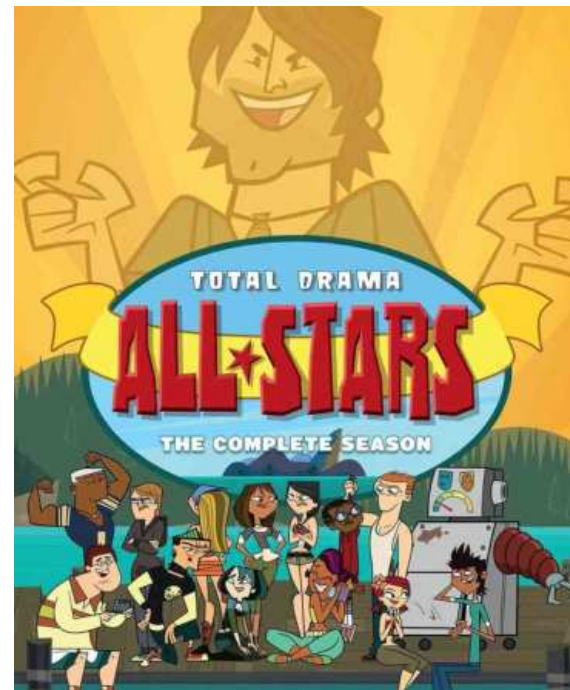
Revenge of the Island!

Your part of the new cast of contestants as they return to a now radioactive Camp Wawanakwa for the season. Dealing with mutant animals and more!

All-Stars

You are part of the all-stars season which

brought together original and new casts as a new member of the cast as a sort of wild card element. Have fun with that!



Pahkitew Island

All new cast and location ending up on a fake island and forced to survive the other campers as well as events that go on.

The Ridonculous Race

Here you will be paired up with a partner in a trip around the world trying to compete for the grand prize. Best of all this is hosted by Don, not Chris, and while dangerous at times, will not be as flat out malicious as Chris has gotten in other seasons!

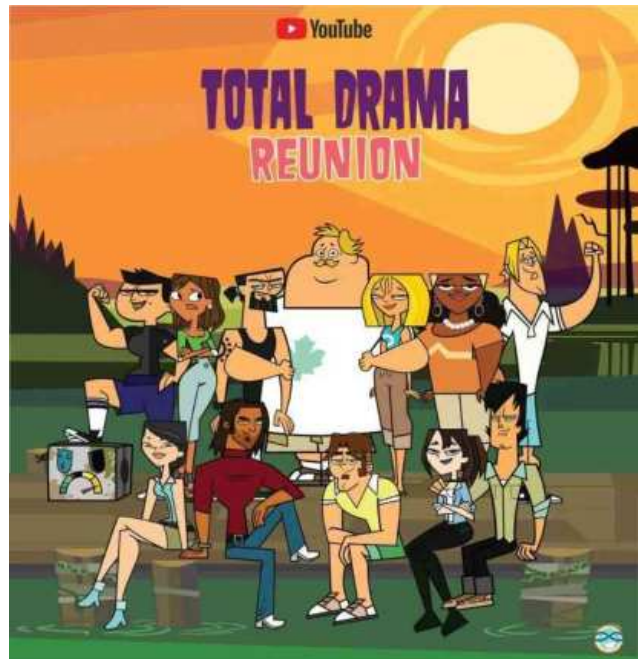


Island (Reboot)

You will be in a whole new generation of Total Drama taking place years after the original seasons. New casts with most of them having grown up with the show, some more than others. With two different seasons of events to go through to win the big prizes at the end.

Free Pick.

You are free to choose where you choose from the available options, or even mix them up in your own fan version of a season taking place after any of these other seasons or before. You could even go with stuff like **Total Drama Reunion**, a fan made continuation of the series, or **Disventure Camp** which is a fully animated web series by Odd Nation Cartoons that mimics the style of Total Drama and Survivor with a totally different original cast.



Age and Gender



By default your age is 16 years old.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own gender.

Origins

Due to the nature of this Jump there are no Origins.
You are a Contestant on the show being age 16 unless you took a drawback that changed that.



Race

By default you are whatever species or race you were before entering this Jump. Though you can pick the one option here to change things to human if you feel like being a giant green orc warrior, or talking cat will not work out for you in this jump.

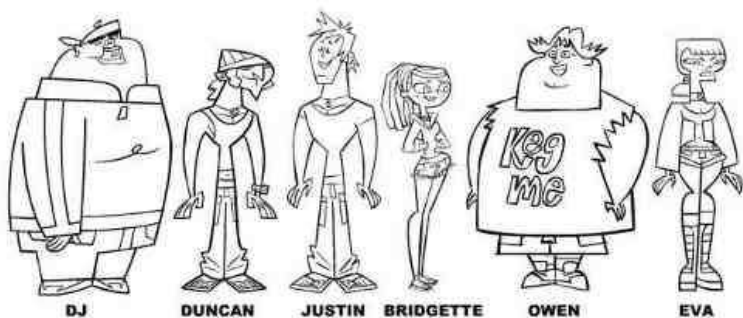
Human [Free]

You are a boring vanilla human, hope this universe has those otherwise you might stick out.



Perks

Perks are discounted for the first two of each tier of perks; 100 CP, 200 CP, and 400 CP. You get only 1 discount for the 600 CP tier perks. The discount is 50%, but the 100 CP discounts are Free. Any additional perks of that tier level will NOT be discounted.



Total Drama Artstyle [Free/100 CP]

This is the classic style or at least a version of that style of your choice for the whole Jump. If you want something a little more anime though go for it, or maybe you want people to look like their earlier designs a bit more. You could pay the extra 100 CP to take this with you in order to change the art style for future jumps at the start of the jump only. This is toggleable.

Not Too Shabby [100 CP]

You look good. A solid 7/10 at least being a face that won't crack the screens on TV at home. Can act as a toggleable appearance booster for future jumps raising the beauty standard at least a 7/10 for those you are interested in such as a group of people and so on.

Musical Talent [100 CP Each] (Only the first purchase can be discounted)

You know how to play an instrument really well or sing beautifully. Pick an instrument and you can play this with mastery and have the talent needed to push this mastery further to write songs and play them as well.

Athletic [100 CP]

You're athletic, able to keep up with others running for a few miles without taking hours to travel a few city blocks. Now you're no master of any sport, but you have the body needed to keep up with the physical demand of this game.



Karma [100 CP]

This is that basic, do good and good things happen to you. But if you do bad things will happen to you. This always affects you for good or bad. You can toggle it off or on though how it will affect you will be based on your overall karma and how much you had been rewarded or punished for your deeds both good and bad on the scale prior to this.



Chill Dude [100 CP]

You don't lose your cool easily. Even when crazy things are happening around you, you maintain a sense of composure and chill that will inspire others to look at the positive side of things with you. It takes something really big and world shattering to make you lose your sense of calm.

Scary Dude [100 CP]

You know how to glare hard enough to peel the paint off walls. You are one scary dude with it only adding up based on just how physically or socially intimidating you can be. You don't even need to threaten people, and can just apply your overall damage level based on your other perks and past jump experiences together to scare people.

**“Steve” Camp Veteran [200 CP Each]
(Only the first purchase can be discounted)**

A man named Steve taught Harold a LOT of his ‘mad skills’. Now you have gone through a summer camp run by the same guy in any field such as stage magic, lock picking, junior inventors, medieval, feudal japanese and so on. Letting you pick up skills and be just as skilled as Harold as a starting point without any additional practice. Though it can develop them further with time and practice far faster than normal. Only the first purchase is discounted for this though can be purchased multiple times.

Skilled Actor [200 CP]

You are skilled at Acting. You can read a script, get into character and even adapt to the situation if something goes off script.

Iron Stomach [200 CP]

You can hold down a lot of really gross stuff without throwing up. Your gut is adapted to the point that you won't even get sick from eating spoiled chicken or a drugged muffin. Digestion is no issue for you even if you stuff yourself with a bunch of fake food, you will be regular.

Adaptive Body [200 CP]

Your body is weirdly adaptive. Even if you're not getting the nutrition that you need, your body will compromise for it somehow. Even if you're grotesquely overweight you will not be negatively affected by all the extra pounds you have. Even if you somehow get mutated it will be in a way that is overall beneficial rather than painful and detrimental to your well being. It even helps your body figure out how to put itself back together when healing from horrible injuries such as a dunk in a volcano and spending months trapped inside a robot. This does not accelerate your healing, but will restore you to how you were prior to the injury.

Blackmailer [200 CP]

You know how to gather blackmail on people. You have a 6th sense for people hiding something and being able to find it. A diary, love confession, someone cheating on someone or something else. Better than that you are skilled at creating and forging situations to blackmail others with long term. Might not last long but it could get someone eliminated at least.



Slippery Like an Eel [200 CP]

It's hard to prove you are actually the bad guy. Evidence slips people's minds and they don't talk about it. Things going wrong for other people seemingly have no direct relationship to your actions. People will say it's just bad luck, unaware of you lurking around manipulating events in the background.

Strong Leadership [400 CP]

Teamwork makes the Dream Work. It's an old phrase you understand the meaning of and can apply. You know how to get people who hate each other to work together for a common goal. You can organize a group that barely knows each other into a team. Those who willingly follow you will feel a strong urge to defend you and stay loyal to you.

Understanding the Contract [400 CP]

You have a law degree worth of knowledge for how to manipulate, forge and make use of a contract. You remember every detail relevant or not that can be useful long term. Could use this to give yourself an advantage using loopholes in seemingly iron clad contracts.

Powerful Gas [400 CP]

The fart jokes in this crossed the line into super human early on. Your gas is powerful and stinky, able to launch yourself through the sky and add some hang time to a jump. Comes with total control over your bowels to prevent accidents and let you bring out a little more from the tank. Comes with immunity to the smell of your own farts.

Sculpted like a Greek God [400 CP]

Your body is, in a word, perfect. This is total appearance control for how ever handsome, hot or beautiful you are. You are the total package body wise. You could take off your shirt and leave people dazed and drooling who are attracted to you even mildly. You could work as a super model easily getting dozens of contracts that are fair or even favor you due to how desperate people are to sign you on. You could coast on your good looks and pretty much win at life. Even if you get injured it will heal up rapidly and not leave behind a scar or flaw on your 10/10 appearance.





Iron Woman [400 CP]

You are strong, freakishly strong and tough. You can lift heavy weights and even fight off and skin with your own two hands a giant monster and make them fear YOU instead. You are easily many times stronger than most humans on this show and even the bears will fear fighting you.

Moon Child [400 CP]

You can see the aura of other people giving you an understanding of their emotional state and personality. You also have a unique ability to read it allowing you to see their secrets though you might let it slip at times something they do not want to share. For some reason you can disappear and reappear from almost anywhere once there are no eyes or cameras focused on you. To you these are little detours that you cannot take anyone else on or show. To others you somehow disappeared from a sinking ship and were waiting for them on the dock dry as a bone.



Disney Princess [400 CP]

You have the voice of an angel along with the ability to easily befriend even the most vicious of wild animals and creatures. You can even calm down a feral beast that is about to eat you and your team.

Master Manipulator [600 CP]

You are a master of playing the game. You know how to manipulate people well. You can worm your way in using weaknesses of others and cracks in their armor. Stringing them up like your puppets and having them dance to your tune until they find out long after.

Alliance Manager [600 CP]

One of the facts of this show that many forget is that this is a social game, especially early on. You know where you stand with other people and can figure out your alliance members wants and desires as well as who is in a secret alliance and with whom. You can even talk someone who hates you into voting with you if you have the right leverage such as someone else pissing you both off, or blackmail. Helps you manage all your relationships on the show and after including figuring out allegiance and alliances in future jumps be it friend groups, corporate or something else.

Scientific Super Genius [600 CP]

You are not just smart, you are a flat out super genius able to learn ridiculously fast in any field related to Science or STEM. With little effort you could quickly learn and apply various fields of science both soft and hard. You could quickly figure out how to go from basics of engineering to creating an iron man styled armor out of pieces of junk. You could figure out the coding of a man-made island and be able to alter it to act as a super villain if you put in even a tiny bit of effort.



Items

Items are discounted for the first of each tier of items; 100 CP, 200 CP, 400 CP, and 600 CP. The discount is 50%, but the 100 CP discounts are Free. Any additional items of that tier level will NOT be discounted.

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.

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.

Season Outfits [100 CP]

Enough of one set of clothing along with some alternatives such as swimsuits, and winter coats that will let you wear a new outfit each day of the week without needing to wash them up. And when you are not wearing them they will automatically repair any damage over time and self clean.

Pocket Knife [100 CP]

A pocket knife that can be used to carve wood quickly in various shapes and even use it as a weapon if you need to.

Mama Spice [100 CP]

DJ's Mama's secret blend of spices that will push any dish from meh to yummy! Can make even a mediocre or gross meal into something tasty and delicious! You get one container and once you run out will need to wait a week to have the container refilled.

Musical Instrument [100 CP Each] (Discount only applied to the first purchase of this item if used for this.)

A musical instrument of choice. Can range from a cello, to guitar, to keyboard and more. Will be of a style you enjoy and good quality able to last a long time.

The Immunity Idol [200 CP]

A wooden statue shaped like Chris McLean's head. It will get you out of an elimination on the show and let you pick who will take the fall in your place. Can only be used once per game and after this jump can be used once per game on similar game shows where people eliminate others through voting.

Personal Trailer [200 CP]

A nice air conditioned trailer which can be moved around easily. It comes with a comfortable bed, mini-refridgerator, air conditioning, central heating and a private bathroom.





Toxic Waste (Mutable) [200 CP]

A canister of toxic waste that has evolved and developed from its time on the island. It is a stable mutagen that will grant powers as well as other mutations to any living beings who are exposed to it. You could expose it to a whole island and get an island of mutant monsters which is wicked! You get one gallon sized canister at the start of each Jump which could be experimented on to figure out how to control the mutations, or just dumped in the water supply to see what happens.

Boat of Losers [200 CP]

This is the classic boat of Losers which took people off the island. If you buy this you can use the boat to travel around. Comes with a full tank of gas that will refill at the end of the day. While it doesn't look great it's sturdy and solid, able to take you across even harsh weather conditions.

Camp Wawanakwa [400 CP]

The classic and first island of the series. We were able to get more than a few of these that sank to the bottom of the ocean or were sold off after the first season in the dimensions that this show flopped hard. You could also get the version you were a player on for a season fully restored with or without toxic waste and/or mutant animals depending on the season if you got attached to it. It can be imported into future jumps or be made part of your warehouse.



World Tour Jumbo Jet [400 CP]

This looks like a screaming death trap, but is actually stable and pretty sturdy. Has been repaired and restored from scrap and includes the Chef Auto Pilot that will take you to wherever you need to go. A full tank of gas that refills at the end of the day. A really nice private area that Chris stayed in, along with the slightly less nice first class followed by the loser accommodation that could get renovated. Could even

be the version that you played the game on if you went here at the end of the jump.

Boney Island [400 CP]

A cursed island full of prehistoric monsters and creatures. Don't take anything from it or you will be cursed forever! It can be imported into future jumps or remain part of your warehouse. Could even be the version that you played the game on if you went here at the end of the jump.





Playa Des Losers [400 CP]

A high class hotel that has a lot of really nice stuff. A comfortable little getaway that is fully staffed for a few weeks of vacation time on its own private island that could be imported into future jumps or as a warehouse attachment. It could be used as a hotel you run for some cash too with the permit provided though you will need to pay your staff. Could even be the version that you played the game on if you went here at the end of the jump.

Pahikitew Island [600 CP]

A man made island which can be altered with the right commands. Includes an army of mechanical animals, various plants and more. Can be used to replicate any kind of environment. It can be imported into future jumps or become part of your warehouse post jump. Could even be the version that you played the game on if you went here at the end of the jump.



Area 51's Blackbox Warehouse [600 CP]

This is the blackbox warehouse of Area 51. It contains a variety of alien artifacts, most of them not functional. There are a few items though that are functional alien technology and even the broken stuff could be useful if you're smart enough to figure out how it worked and repair it. It can be imported into future jumps or be made part of your warehouse.

Total Drama Lawyers [600 CP]

The team of highly skilled and ultra competent lawyers who keep Chris from going to jail for his many, many, many crimes are now your law team. They are highly skilled, perfectly willing and able to bend the law in order to win their cases. Are capable of making contracts that are almost bulletproof, and lack a moral center like any good lawyer!

The Prize Money [600 CP]

At the start of this jump and each jump after. You get \$1,000,000 in the equivalent of the local currency from their Canadian Dollar value. This gives a huge edge in future jumps.



Companions

Companions can purchase more companions.

Imported Contestant [100 CP Each]

You can import multiple Companions who will join you as fellow Contestants starting the season that you are at and able to join you in future seasons. Having allies in this game is VERY important especially when they come with 600 CP to spend on Perks and Items while able to take Drawbacks for additional CP to spend.

Imported Viewer [50 CP/200 CP]

You can import 1 companion or follower into this jump as a Viewer for 50 CP or if you spend 200 CP up to 8 companions can be imported this way. You will not join you for at least the first season of the show and will likely spend the time you are on Total Drama laughing at you. Still it will be nice to hang out with them after the show ends and they each get 600 CP to spend on Perks and Items though they cannot take Drawbacks.

Canon Companion [50 CP Each]

So you want to take any other existing character from this world. Well then this option is for you. This

guarantees a good first meeting with the character in question and since most are pretty humans will only cost you the 50 CP, though you will need to convince them to go with you afterwards. And if you fail to convince them due to drama you can use this as a free space to try to convince someone else to join you in a future jump either a fellow contestant, intern, host, Chef or someone else.



Mr Coconut [50 CP]

A self aware, telepathic coconut who is able to talk with you through its mind. Is friendly and kind, willing to keep you company even while stranded. People might think you're a little crazy for talking to him, but he is a good listener able to help you through your Jumper related problems in a way that a normal therapist would have fled from.



Sasquatchanakwa [50 CP]

Pretty much big foot but living around Camp Wawanaka area. Has dealt with a LOT of his time in total drama. He is a rather skilled actor and bodyguard on top of everything else.

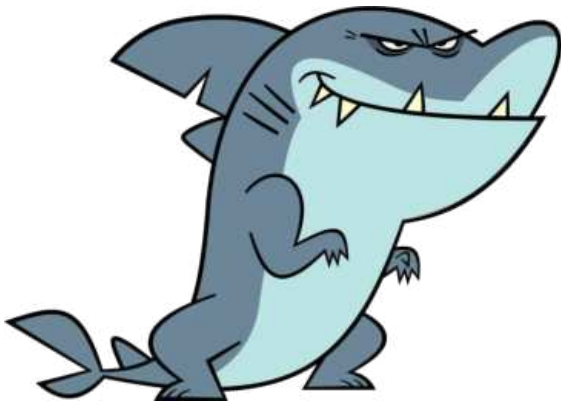
Total Drama Bear [50 CP]

This Bear has been on the show for a LONG time now. Due to his contract expiring he wants to travel. He would like to go with you to future jumps to relax.



Fang [50 CP]

A mutated land shark with a grudge against a certain dirt farmer. He is cool traveling to different worlds. He is very skilled at boxing.



Pet Bunny [50 CP]

A pet bunny like DJ's own pet bunny. They are adorable and cute and if they go missing (or get eaten) will be found in your warehouse as if nothing happened to them!



Loki [50 CP]

A foul tempered rabbit from Australia. On most timeline they end up becoming the pet and an unofficial member of the Goth's team. This is not one of them though this is an oddly hardcore and gothic rabbit. Perfectly willing to jump into a lion's mouth.



Drawbacks

Supplement Mode

You can use this setting as a Supplement as long as the other Jump you are supplementing is either something out of Fresh TV such as a Total Drama Jump, 6Teen, or was added in to another setting so long as you included it under the **Crossover Fusion Setting (Drawback)** option. You get 500 CP and only 600 CP worth in Drawbacks to spend on this Supplement Mode. Anything beyond that will not count for points gained, but they will affect the main jump this is supplementing even if in unusual ways. You only get the 500 CP the first time this is used for a Supplement and you cannot retake Drawbacks for added CP. Once you are out of possible CP for this Jump, you may not take it again as a Supplement for other Jumps.

Self-Insert [+0 CP]

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.

Fan Takes [+0 CP]

Maybe you love the idea of Gwen and Ella being cousins, or you absolutely hate it. Maybe you believe that Lindsay is a child of divorce or a happy marriage. Whatever your fan takes for filling in the stuff not seen or personal details from beyond the seasons of the show. Feel free to use them to expand the world of Total Drama.

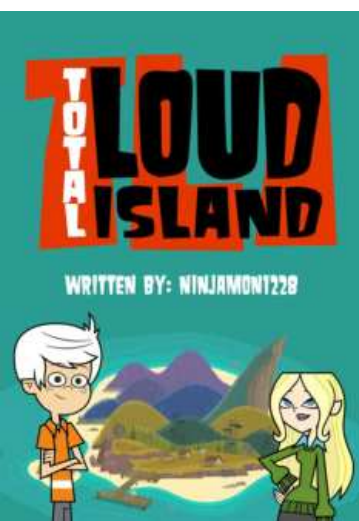
Alternative Universe Version [+0 CP]

Maybe you want to do a Jump based on a specific fanfic alternative to the season you arrived in. Perhaps you enjoyed having some fan characters show up and mix up the setting with you. Perhaps you wanted the cast to be mixed up. Could go with any fanfic setting or just mix up the Cast yourself if you want to. Might throw you off your game but could be fun having Dawn and Zoey around for season 1. Maybe you want to give some more fandom fanfiction ideas presented a shot for fun thinking altering pairing, casts, possibly reincarnated/isekaied contestants and other ideas a shot.

Totally Fresh [+0 CP]

The other events and settings of other Fresh TV settings are a thing in this reality. Series such as 6Teen, Stoked and others from Fresh TV did happen or are happening with there being more to explore in the off seasons now. Possibly see how things go when you're now famous after Total Drama but decided to work at a certain mall or hotel.





A Side of Crossover Elements [+0 CP]

Oh it's not just 6teen and Stoked here. You can add in other crossover elements though limited to what is possible within this setting. Meaning you cannot just slap in stuff like the Speed Force, but you could add in Wally West as a cast member who shows up. You could combine it with **Alternative Universe Version** to go with other fanfic ideas and crossovers such as **What a Dramatic Life** adding in Naruto to the mix of things though a Naruto born in this world, or one of the many Loud House Crossovers to add in Lincoln Loud to the mix of things. Possibly a totally different setting all together you think fits based on a fic or otherwise. Maybe you decided to replace all the campers with other cartoon characters for fun? Your choice.

Crossover Fusion Setting [+0 CP]

OK, something is up here. Someway, somehow this world fused with another. It could be one of those times that the events of Total Drama take place in a Pokemon, My Hero Academia, Yu-Gi-Oh or even My Little Pony or something else. It means that the game changes with contestants being changed due to the world they grew up in being changed. Good luck with that. You could combine it with **Alternative Universe Version** to go with other fanfic ideas and crossovers if you want a setting where a bunch of Pokemon play the game for Mew's amusement, or you enjoy the idea of Izuku and Ochako joining the contest with quirk dampening collars on everyone as they realize fast that Japan did things differently and likely illegally sending out children to be Heroes.

Total Dramarama Retcon [+0 CP]

Elements from Total Dramarama are presented here rather than it being its own timeline. Including how many members of the Season 1 cast knew each other as toddlers in a pre-k setting with Chef as their former teacher. There is more than just bonds though things such as Duncan's parents being a children's band known as Banana and Cheese, Cody being an Alien, and Noah having once been recruited by the military as a pilot among other wacky adventures. Lightning, Ella, Max and Sugar showing up down the line knowing the others, Jude having known them but didn't enter the show, and more being factors that change relationships and so on.



Total Dramarama Jump [+0 CP]

Rather than being a contestant on a show, you show up here at the age of 4 years old and spend the next 10 years or so afterwards starting at your Pre-K. Have fun with that. Good news is that you don't need to roll now as this jump will end within 10 years if you don't do a time skip and even then due to it taking place in a different universe means Total Drama Island won't be a thing.

Total Dramarama Reunion Island [+0 CP] (Requires: Total Dramarama Jump)

Oh you are not getting out of going on Total Drama. Not only are you starting this jump at 4 years old, but you cannot leave until you have participated in at least one Jump. Elements from the Total Dramarama Retcon are present here as well! Hope you have fun!

Plot is King [+0 CP]

You may leave any time after the main plot is complete in this case the season(s) you signed up for, 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. (Can be purchased for 300 CP total.)

Airhead [+100 CP]

You're kind of dumb. Total airhead even if you do understand some things it never comes out right.

Blabbermouth [+100 CP]

You keep spilling the secrets of yourself and other people all the time. It is very annoying and more than a little embarrassing.

MY PANTS! [+100 CP]

You keep losing your clothing and not on purpose! At least once a year at seemingly random you will be exposed in public and possibly on camera too!

**No Phone [+100 CP]**

You cannot keep a phone during this Jump. Events will conspire that will destroy any cell phone that you try to keep around you. It slips out of the hole in your jeans and gets stepped on by a passing elephant. Random rain storms that short circuit it and so on. Getting grounded and forced to give it up to your parents who put in a blender and blend it up. Hope you're not addicted to your cell cause it's not going to stick around for long unless you keep it stored in your warehouse and don't use it at all.

Reappearing Contestant [+100 CP]

You should have looked over the contract. Now each year that you are here after the age of 16 you will be forced to compete once per year in either a new season of Total Drama or a similar game show such as the Ridonculous Race, and yes there will be a show for every year that you are here and you have to compete.

Obsessive Stalker who LOVES You [+200 CP]

You have an obsessive fan who is going to stalk you every second they can both online and offline the second the first episode airs. They love you and not the kind of love that will take it easily or calmly when you reveal that you have someone else in your life already.



Love Vision [+200 CP]

You keep finding yourself falling for people of your preferred gender who are just remotely nice to you. Keep having delusions of being in a relationship with them and several other people!

No Privacy [+200 CP]

Outside of when you go to the bathroom you have no privacy. Every moment of your jump here will be recorded and shown on a pay per view channel that anyone can access at any time. It will be VERY difficult

getting a bit of privacy and free time.

Black Luck Curse [+200 CP]

You were cursed with supernatural bad luck. Maybe you picked up an idol on Boney Island or something. Whatever the case, bad luck and misfortune keep heading your way for this jump! Nothing can prevent it from striking!

Companions at Home [+200 CP]

So you decided to have your Companions not enter the show. All good. Though you're going to spend weeks without being able to talk with or communicate with them. They can still hang around the setting and will make fun of you when you eventually meet up with them again.



The Killer's Target [+200 CP]

The Killer from season 1 keeps showing up at least once a year to hunt you down and kill you. They have marked you for death and will stop at nothing to see you dead. This is seemingly at random and they never stay locked up for long. Even killing them will not do a thing as they will hunt you down again next year for however long you stay. Thankfully they are just human and you could handle that.



Toxic Bath [+200 CP]

You're going to fall into a pit of toxic waste at some point during this Jump. After that you're going to be mutated into some kind of monster. You're going to be stuck in this form for the rest of the jump. Afterwards it becomes an Alt Form if you want to keep it.



Second Chance Camper [+200 CP]

One of the Contestants already lived through the original series events and got killed some years after with a lot of regrets. They want to change the past and make a better future for themselves by correcting their mistakes. The thing is that your arrival here messes with these plans. They will want you off the show. This means they will either try to befriend you, eliminate you or something else as you are in the way of their big goal of changing their crappy life and are desperate to change things. You have no clue who it is though if you observe you can figure it out as they will share the season you arrive in and only just inserted a few weeks before it started.

Meta-Reincarantor Enemy [+300 CP]

One of the campers here is an Isekai with meta knowledge of the series. They know all about the show and know that YOU were not part of it. Now things might slide under the radar a bit if you mixed up the setting with other non-canon elements. The thing is that they will be targeting you to get rid of you due to wanting to get back to a setting they understand better, especially as you start influencing events. You have no clue who it is though if you observe you can figure it out as they will share the season you arrive in and only just inserted a few weeks before it started.



Chris HATES You [+300 CP]

Chris seriously doesn't like you. He will go out of his way to set up challenges that will humiliate and possibly hurt you when given the chance. While he will not cheat, he will stack the game in ways that will lead to your failure.

Fresh Chance [+300 CP]

All your perks and powers that are **Out of Context** are going to be locked up here. Cannot have a man flying around when you're jumping off a cliff as it just doesn't make sense unless you mess with the setting making that a normal thing. Besides it's not like you need the ability to bend the elements on a game show! You keep your Body Mod though.

Fresh Items [+300 CP]

Your warehouse and all of your items that are **Out of Context** are going to be locked up. After all who heard of a 16 year old having a giant mecha suit or something along those lines. You can keep stuff that a regular teenager could have including the items from this setting, even that stack of cash could be kept. Though no Mega Death Ultra Swords of Destruction for you Jumper!

Prize: Continued Chain! [+400 CP]

You must WIN at least one season of Total Drama or the Ridonculous Race in order to continue your chain while here. If your time runs out which is usually around 10 years and you have not fairly won, that means no mind control or other forms of cheating, then your chain ends here. And you will have to remain in this world forever! Yes this counts as a Chainfail!



Mutant Apocalypse! [+600 CP]

Oh Chris has done it this time! He has caused the Mutant Apocalypse trying to transport toxic waste across country lines to avoid getting found with the stuff! The only problem is that he dropped different containers in various populated cities around the world trying to hide it! By the time your first season wraps up the world is already dealing with the Mutant Apocalypse with most animals and many people now mutant monsters who will seek your destruction!



Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1

Initial Jump Creation.