

# SAVED BY THE BELL



**Or Generic High School Antics Jump**

**Version 1.0**

**By Ursine The Mad Bear**

So, apparently, you woke up in the morning, and your mom shouted out a warning. You didn't think you would ever make it in time. But not to worry, everything turned out alright, because you were saved by the bell.

Anyway, you are going to attend Bayside High School with Zack, Kelly, Slater and the rest of their friends. That is four years, barring unusual circumstances, and the jump will end on Graduation Day.

So, take these **+1000 Choice Points**, and try not to make Belding lose what little hair he has left.

## **AGE AND GENDER**

You start this Jump as a High School Freshman, which means you are either 14 or 15 years old. You can be whatever gender makes you happy.

## **LOCATION**

You live in California, in the Los Angeles area, and will be attending Bayside High School.

## ORIGINS

What kind of High School stereotype best represents you? Choose carefully, your social life depends on it.



### Troublemaker



Though probably well-liked, you are a known trouble-maker, whose schemes and shenanigans attract a lot of attention on a regular basis.

### Jock



You are a superb athlete, at least on the High School level, and popular because of that.

### **Uber-Nerd**



You are geeky and awkward and might even be easily led or manipulated by your friends, though you are fundamentally a good person. You are also extremely intelligent.

### **Popular Person**



You are the good-looking, possibly athletic, student that is also an extremely nice and sweet person.

### **Rich Kid**



Your family is rich, which is why you sometimes come across as stuck-up or arrogant. But you can be kind and generous, and you value your friends.

## **Overachiever**



You are smart and you work very hard at everything. You are also very involved in extracurricular activities and have a definite plan for your future.

## **PERKS**

So, what advantages and abilities have your life here granted you?

### **General**

#### **Good Looking Kid** (Free for All Origins)

You might be handsome, beautiful, sexy, or even awkwardly cute, but no matter the specifics, you are good looking enough to make it on Television.

#### **Still A Student** (Free for All Origins)

You can pass for a high school student, even if you are actually much older. You can toggle this effect on and off after this Jump ends.

#### **Talented** (100cp)

You are surprisingly talented at some form of creative endeavor. This could be singing, dancing, writing, etc., it is up to you. This perk can be chosen multiple times.

#### **Unusual Opportunities** (200cp)

Opportunities to do interesting things just seem to fall in your lap. Whether it be modeling jobs, record deals, or the chance for all your friends to work together at a summer resort, you will find that your life is seldom boring, in a good way.

### **Troublemaker**

#### **Winning Smile** (100cp, Free for Troublemaker)

There is just something about you, you always seem to make an amazing first impression and people tend to like you, probably more than you deserve.

**Devious But Charming** (200cp, Discounted for Troublemaker)

You are tricky, manipulative, way too clever for your own good, and are usually the most charming person in the room. Even if people know you aren't to be trusted, it is very easy to get them to lower their guard around you.

**Time Out** (400cp, Discounted for Troublemaker)

By making a T with your hands, you can declare Time Out for a brief period. While this is in effect, everyone and everything is frozen and cannot be harmed directly, though you can physically move objects or people around. Time Out only lasts for up to one minute before everything unfreezes, though you can end it early. While this perk is active, you can sense and directly communicate with any extra-dimensional watchers that might be observing you, including JumpChan.



**Jock**

**Athlete** (100cp, Free for Jock)

You possess an excellent level of athletic talent at all forms of physical activity, but you truly excel at one particular sport/activity, with the potential to be a world-class star in that area. This perk may be purchased multiple times, each purchase granting an additional specialty.

**World Traveler** (200cp, Discounted for Jock)

You have lived in many places in your life, experiencing many different cultures. You are extremely good at adapting to new places and situations, as well as quickly and easily making a place for yourself in whatever social circles you decide to be a part of.

**Eclectic Skills** (400cp, Discounted for Jock)

You have picked up an unusual collection of skills over your lifetime, sufficient that you have basic competence at any task you try, with the exception of the truly obscure or esoteric. This skill can be built on with further training or practice.

### **Uber-Nerd**

#### **Crossdresser** (100cp, Free for Uber-Nerd)

You are a master of disguise. Or maybe everyone around you is an idiot. Somehow, even the most rudimentary disguise is good enough to let you fool even your longtime friends, at least for a little while.



#### **Highly Intelligent** (200cp, Discounted for Uber-Nerd)

You are extremely intelligent, a certified genius in fact. You know everything taught at the High School level along with an amazing amount of random trivia, and are a true expert in at one area of your choice, such as electronics or mechanics, to a professional level. This can be purchased multiple times to add additional areas of expertise.

#### **Chessmaster** (400cp, Discounted for Uber-Nerd)

You are a true prodigy at chess and other strategy games. In fact, you are an expert at all forms of strategy, even though you may not show it most of the time

### **Popular Person**

#### **Real Sweetheart** (100cp, Free for Popular Person)

You are a sweet, nice person that almost everyone likes pretty much instantly. You are a good listener and know how to make friends with people.

#### **Quietly Devious** (200cp, Discounted for Popular Person)

You really are a nice person, but that doesn't mean you will let people push you around. And when you feel a need to push back, you can do so with surprising cunning and even a bit of ruthlessness. Plus, no one ever really suspects that a person as nice as you would do anything devious, unless they directly catch you in the act.

**School Royalty** (400cp, Discounted for Popular Person)

You are beloved by pretty much everyone that knows you. Whatever groups you are a member of, you quickly become one of the most valued members and even find yourself in leadership positions without much effort on your part. You are always considered among the elite of your social groups.



**Rich Kid**

**Fashion Expert** (100cp, Free for Rich Kid)

You are an expert on all forms of fashion and always know what is trendy and what isn't. You have some ability to design your own fashions as well.

**Denied But Devoted** (200cp, Discounted for Rich Kid)

Sometimes, you might be a little rude when you turn down a suitor, but for some reason, that never seems to affect their feelings for you. In fact, no matter how nasty you are to your friends and minions, short of causing actual harm to them, they will stay as devoted to you as ever. This effect stops if you stop considering them as friends or minions.

**Wise Beyond Your Years** (400cp, Discounted for Rich Kid)

You have a surprising amount of wisdom and insight, allowing you to give good advice and easily play matchmaker for your friends. This also means you have a great deal of common sense, letting you know beforehand if a decision is a bad idea, though not necessarily providing specific details.

**Overachiever**

**Excellent Student** (100cp, Free for Overachiever)

You know how to learn, how to absorb and process information, at a rapid pace. You also learn much faster than normal when you have someone teaching you.

**Hard Worker** (200cp, Discounted for Overachiever)

You are well-organized, self-motivated, and you use your time wisely. You have no problem with working hard or for long periods of time, and never get bored.

**Natural Leader** (400cp, Discounted for Overachiever)

You have a gift for organizing people, motivating and inspiring them to follow your orders and do their very best. People will naturally turn to you for direction, recognizing your charisma and ability to lead.

**ITEMS**

Any of these items can be purchased multiple times, and if destroyed or lost, will be restored or returned in 24 hours. You can import any similar items that you possess into these items, and these will retain any modifications that you make.

**General**

**Wardrobe** (Free for All Origins)

You have an extensive wardrobe, appropriate for a teenager in the late 80's/early 90's. These clothes will always be clean and in good condition when you need them. Any clothing added to this collection will gain these properties.

**Allowance** (100cp)

You always have enough money for incidental expenses. This is not enough to be buying cars or houses, but to pick up a new outfit or two, to pay for lunch or a movie ticket, or to snag a copy of that new video game you are wanting.

**Spaghetti Sauce Recipe** (100cp)

You have the recipe for a truly delicious spaghetti sauce, as well as an unlimited supply of the sauce itself, along with any other ingredients needed to make a dish with this sauce. Just don't try to sell the sauce, someone else owns the recipe.



### **Automobile (200cp)**

You have a nice car, your choice of make and model. It is self-cleaning and self-maintaining, never needs to be refueled, produces no pollution, and will self-repair in 24 hours. This vehicle will never suffer an accident unless it is being specifically targeted to cause one.

### **The Max (300cp)**

You own a small diner that mostly caters to a teenage crowd. It runs itself, making you a decent income, and the manager is actually a decent amateur magician who likes to amuse the customers with a trick or two.



### **Troublemaker**

#### **Cellphone (100cp, Free for Troublemaker)**

You have an 80's style brick cellphone. It will always have service and never needs to be recharged. In later jumps, this will upgrade to the best similar device available in the setting, but will never downgrade. This cellphone will gain the special traits of any similar device purchased in later jumps.



**School Keys** (200cp, Discounted for Troublemaker)

You see, if something happens to the teachers, you are next in charge of the school. Well, not really. But you do have a full set of keys to the school. In fact, this keyring will always have the key needed to open anything that requires a physical key.

**Jock**

**Trophy Case** (100cp, Free for Jock)

You have a nice case for storing any trophies that you might win. In fact, this case will contain an appropriate trophy for any major achievement of yours that you want a trophy for.

**Training Gear** (200cp, Discounted for Jock)

You have the needed equipment and personal gear for any kind of training. Your training will be twice as effective when using this equipment.

**Uber-Nerd**

**Workshop** (100cp, Free for Uber-Nerd)

You have an extensive workshop containing tools and common materials for any technical or creative skills that you possess. Your materials replenish daily.

**Lucky Beret** (200cp, Discounted for Uber-Nerd)

In addition to looking pretty good on you, you will not suffer from any bad fortune while wearing this hat. It also helps improve your focus and concentration.

**Popular Person**

**Gainful Employment** (100cp, Free for Popular Person)

You can always find a job appropriate for your skills that will provide excellent pay and benefits. If you are qualified to do a particular job, no employer will refuse to hire you.

**Family Home** (200cp, Discounted for Popular Person)

You have a nice home to live in, with all utilities, taxes and other costs paid and all required supplies fully stocked. This home is always warm and inviting, being, on an emotional level, the perfect place to live. It is also safe from any widespread damages or disasters. Any other homes you might possess also gain these qualities.

### **Rich Kid**

#### **Club Membership** (100cp, Free for Rich Kid)

You will automatically be awarded a membership in any form of social club, country club, or similar organization that you wish to be a member of.



#### **Credit Card** (200cp, Discounted for Rich Kid)

Once per year, you can use this exclusive credit card to make any single purchase, no matter how much it costs. This works even if the seller would not normally take a credit card.

### **Overachiever**

#### **Study Area** (100cp, Free for Overachiever)

You have an office or other area perfectly set up for your academic studies. It has access to a computer and to any needed reference materials that you could reasonably access in some other way. Any studying done there is at least five times as effective as it otherwise would be.

#### **Perfect Resume** (200cp, Discounted for Overachiever)

Whether applying for a job, for college, or trying out for a music video, you have the most perfectly prepared resume that ever existed. Even if you were blatantly unqualified for what you were trying to get, you would be seriously considered because of how good this is.

## **COMPANIONS**

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:1 ratio.

### **Create/Import** (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot acquire Companions.

### **Canon Companion** (50cp)

You can have one member of the cast join you on your Jumpchain. They get all of the perks and items from the Origin that matches them most closely. If none of the Origins fit that character, then they are out of luck.



### **DRAWBACKS**

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward.

### **College Years** (+100cp)

Instead of ending when you graduate High School, you will now be stuck here until you graduate college, and you will be stuck attending California University, your first year at least will be in the same dorm as the regular cast.



### **Teaching Miss Bliss (+100cp)**

Instead of starting in High School, you start in seventh grade, adding two years to your time here. You also start in Indiana, but everyone and everything will somehow shift to California before you start High School.



### **How Many Senior Years Did They Have? (+100cp)**

While the number of years spent here will not be any longer, that time will be a bit more flexible, allowing multiples of certain important events to occur, such as Homecomings or Senior Proms.

This will get annoying and make it hard to keep track of the time.

### **Lesson Learned (+100cp)**

Events are going to conspire to teach you some sort of moral lesson. How effective this will be depends on you, but it is probably going to get annoying.

### **Greedy (+100cp)**

You are rather greedy, and probably a manipulative jerk because of it. While you wouldn't deliberately hurt your friends for money, you are going to be a lot less careful about accidental harm. No matter how many times you learn a lesson about this, you always turn back into a greedy jerk.

### **Jerks For Friends (+100cp)**

Your friends aren't really all that nice. They may insult you, make you join in their various schemes, they may even dress you up as a girl and send you into the girl's locker room to record your female friends. You will feel true friendship for these people regardless of this treatment.

### **New Kid (+100cp)**

You are the new kid in town, even if you have been there a while. What this means is that you will never really find a place in any social groups or make any really good friends.

### **Money Problems (+100cp)**

Your family doesn't have the financial resources that your friends possess and take for granted. If you take the **Allowance** or the **Credit Card** items, you do not get them until this jump ends. I suggest getting a job.

### **Real Money Problems (+100cp, Requires Money Problems)**

Any form of income from previous jumps is now cut off as well.

### **Bullies (+100cp)**

You are going to have to deal with bullies of some sort in your time here, on a fairly regular basis. But luckily, this is a kid's show, so you aren't getting anything too bad.

### **Struck Oil (+100cp)**

Every now and then, you are going to drift off into an elaborate daydream about some recent event. While this won't happen in such a way as to harm you, it might worry your friends and family, and real events will never turn out to be anywhere near as good as you imagined they were going to be. Also, your daydreams seem to be somewhat racist.

### **Now You See Them, Now You Don't (+200cp)**

Throughout your time here, you will meet interesting people, people you might actually be related to. You will spend a few days with these people, have some fun, become friends, and then they will disappear, never to be seen or heard from again. The worst part of this is that only you will notice this or remember your lost friends at all.



### **Overstressed (+200cp)**

You have a bad habit of taking on more activities than you can actually handle. This is going to be a perpetual problem here, and is going to result in you being stressed out much of the time. Remember, you have to pass your classes to Graduate and finish this Jump.

**You're So Excited (+200cp, Requires **Overstressed**)**

You have developed the habit of dealing with your overly full schedule by using drugs to keep you going. And while the show claimed it was caffeine pills, let's be honest, it was meth. And now you have an addiction to the same, which you will have to deal with.



**Zack Hates You (+300cp)**

And, since this universe revolves around him, everyone else hates you as well. Not only will you not have any friends and be disliked by the teachers, but now Zack and his friends go from basically good kids to the nastiest version of the “popular elite crowd” to ever walk the halls of an American High School. Expect pranks, bullying, rumors, academic sabotage, and who knows what else. And noone is going to believe that they are doing anything wrong, not without absolute rock-solid evidence.



## **FINAL CHOICES**

You passed your classes, maybe made some friends and had some fun, and now Graduation Day has come. There is just one more choice to make, and it is not about your choice of college.

Time to decide whether to **Stay**, **Go Home**, or **Move On**.

## **NOTES**

### **Nostalgia**

Yeah, I watched this as a kid. I know it isn't that great a show, but it has fond memories for me.

### **Automobile**

If you want a car that didn't exist when the show was being made, then you get a more appropriate model during this jump and it turns into your chosen model when the jump ends.

## **CHANGE LOG**

### **Version 1.0**

Created the document.