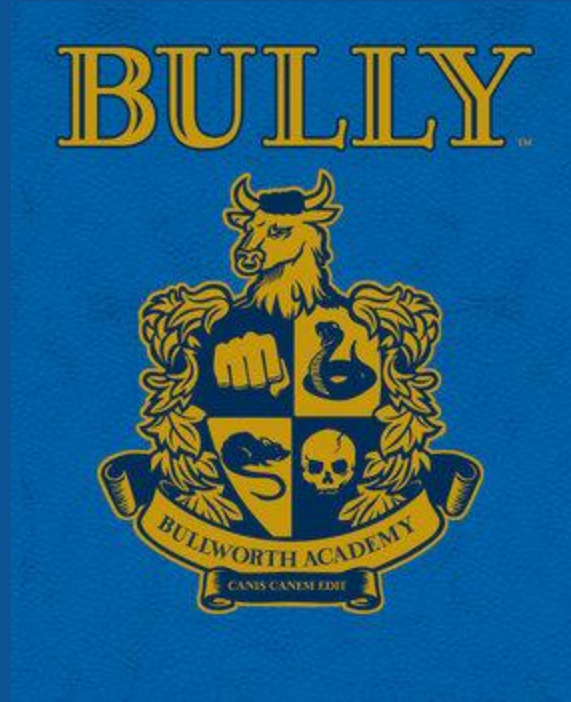




Bully: Canis Canem Edit jump

Version 1.0

By Fallout10mm

Ah Bullworth Academy, an independent boarding school, located in the town of Bullworth somewhere in the New England area of the United States. A place of learning, and character building, whose alumni include arms dealers, serial killers and corporate lawyers. You know, real scumbags. You start at the beginning of the school year, the same day one James 'Jimmy' Hopkins is dropped off by his recently remarried mother and new stepdad, who are off to a year long honeymoon. You're here for a full year (unless you take a certain drawback).

You Have 1000cp to spend here

Origins:

Drop-In: You appear just outside the gates to Bullworth Academy, if under 18 you are a transfer student and have the appropriate paperwork and will be assigned a dorm room. If over 18 you get a prepaid hotel room for a week and a list of help wanted ads, including a teaching position at the academy if you qualify.

Student: Ah you're a student at the worst school in the country. You may choose to join a clique such as the Preps, Jocks, Nerds, Greasers or Bullies. Pick an age between 10 and 18.

Prefect: Older students chosen to enforce school rules and dealing with troublemakers. Pick an age between 16 and 18.

Teacher: A "qualified" adult with a teaching position at Bullworth Academy. Pick a subject. If there is already a teacher for that subject, you may be an alternate teacher, a substitute or replace them entirely. You may not replace Dr. Crabblesnitch. Age can be anything 21 and older.



Perks:

Matching origins get 50% off their perks and the 100cp perk free.

Drop-In:

Errands (100cp): You find people who need help will seek you out, asking you to run errands with a decent reward, like the local homeless vet teaching you judo for finding him some transistors or a couple bucks (and a kiss) for getting a classmate's stolen notes back from a rival. Toggleable.

Apologies (200cp): You are blessed with a silver tongue, able to charm your way out of minor offences, like petty theft, bullying, and vandalism. It also helps sweet talking teachers into giving you a passing grade, though they may want you to do them a favor or do some extra credit.

Bolivian Fire Drill (400cp): Just by wearing the uniform and acting the part people will completely ignore any other irregularities about you and leave you alone, with them assuming you are supposed to be there and they just haven't met you yet. This will fail if you do something that's obviously suspect, like attacking a person without cause, starting fires, ect.

Beat Them At Their Own Game (600cp): Gaining respect can be a chore. You'll find that if you beat someone at something they have an interest in they won't hold a grudge and respect you more for the victory. This will help ingrain you to their social circles. By doing them favors they'll consider you more part of the group.



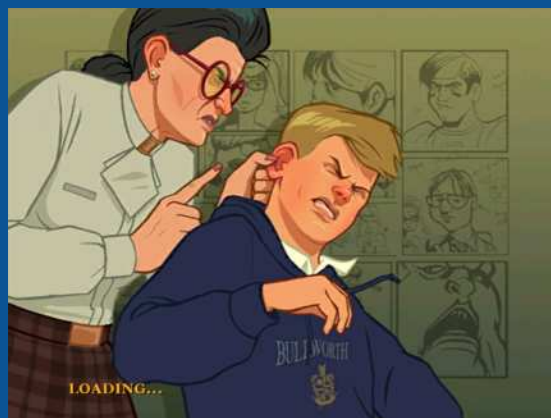
Student:

Hobbies (100cp): Everybody has a hobby, be it painting, writing, singing or something of that like. You gain a talent in one of these fields. It will start out small but you'll find it easy to gain great skill at it. Can be purchased multiple times.

Charismatic (200cp): You find it easy to fit in with groups who normally exclude others. While this won't help with groups that are violently opposed to you (say as a person of color trying to join the KKK) it does help them not to target you, so long as you don't intentionally invoke their ire.

Free Period (400cp): By this point you may have gone through school quite a few times. So as long as you show at least average level competence in a subject and keep your grades at C or higher you can skip classes without repercussions.

Prodigy (600cp): School can be a pain in the ass, especially Bullworth where you have to worry about being picked on the other cliques. With this perk your learning and information retention skyrockets by say a factor of three?



Prefect:

Fit (100cp): Prefects are partially picked because they're more physically developed than most students, allowing them to quickly apprehend troublemakers. You're an excellent athlete and are quick on your feet. You physically reach your peak quicker than others and stay there for longer, age having little effect on your prowess.

Intimidation (200cp): Prefects can be quite intimidating, breaking up fights with just a shout and threatening pose. The larger and stronger you are than your opponent, the more likely they'll run or surrender.

Nose For Trouble (400cp): You have a sixth sense for when someone is breaking the rules, such as breaking into a locker, bullying, pranking, or drinking on the job. When reporting these offences to someone in authority, your claims will not be dismissed out of hand and will be taken seriously.

Busted (600cp): You excel at taking down targets with nonlethal moves. The worse the offences they've committed, the stronger you become when dealing with them. This caps out at about three times your normal maximum strength.



Teacher:

Subject Knowledge (100cp): Pick a subject commonly taught in school, you know have the equivalent knowledge of a doctorate in this subject and the credentials to prove it. May be purchased multiple times.

Grift (200cp): Teaching isn't that well paying a job, so you know ways of making money on the side, like selling the rich kids the answers to tests. You also have supernatural luck at not getting caught.

Hot Coffee (400cp): Sometimes all we really need in life is a little bit of love. You seem to have great luck finding partners of your preferred gender, either for long term relationships or a quickie in the closet in between classes. These relationships are very hard for others to discover (unless you want them to) and will never endanger your job.

Oh Captain, My Captain (600cp): Teaching is one thing, having students actually learn is quite another. You have superb talent at getting even the dumbest of students to grasp subjects. You are able to teach your pupils in weeks what would take years for others. This extends even to magic from other jumps, though they'll only start with a small amount of ability that only grows under your tutelage.



Items:

300cp stipend for the item and companion sections only.

Allowance (50cp): Being a boarding school, you won't have your parents around to buy you snacks and incidentals, so here's an allowance. You get 100 USD every week as a child and 1000 as an adult. Post jump this becomes 3000 USD a month in the local currency.

School Books (50cp): A set of textbooks relating to any classes you have. Post jump they include advanced topics and update information pertaining to that world

Super Slingshot (50cp): Taken from some smart ass kid with Jaundice, this slingshot is great for breaking windows, launching firecrackers, hitting annoying prefects. Comes with a pouch of infinite small stones, a scope for precision targeting.

Skateboard (50cp): An unbreakable skateboard. Will always be a little bit faster than your running speed but fares poorly offroad. Great impromptu melee weapon. You can summon and dismiss it at will.

Baseball Bat (50cp): A Louisville slugger, made of hardwood. You may instead take a cricket bat. Both are indestructible.

School Uniform (100cp): You get a wardrobe with every variation of the school uniform, that will perfectly fit you no matter what size or shape you are. Post jump will update to provide any uniforms from new schools or places of work.

Digital Camera (100cp): Infinite memory, battery life, and unbreakable. Will even take pictures underwater. Pictures always come out perfect and you can summon and dismiss the camera at will.

Bike (100cp): An indestructible bike, works just as well offroad as it does in the streets, always manages to be a tiny bit faster than your max speed on foot. You can also do some sick tricks.

Bag of Tricks (200cp): A seemingly endless supply of firecrackers, cherry bombs, whoopee cushions, itching powder, stink bombs, water balloons, marbles and eggs (fresh and rotten).

Spud Gun (200cp): Pump action potato shooting air powered rifle. Has infinite ammo. Comes with a never ending Ketchup bottle too for some reason.

Bottle Rocket Launcher (200cp): Careful, this is actually quite dangerous and could get you in a lot of trouble. This three shot launcher fires bottle rockets with pinpoint accuracy and is sturdy enough to be used as a club. Comes with a small bag of infinite bottle rocket ammo.

BB-Gun (200cp): An official Red Ryder, carbine action, two-hundred shot range model air rifle. Careful you don't shoot someone's eye out. Comes with a box of infinite bbs.

Rubber Band Ball (200cp): A seemingly mundane ball of rubber bands, it seems to have the magical ability to knock down anyone it hits, with the exception of the owner.

Go-Kart (200cp): This modified go kart can outrun a police motorcycle and has infinite fuel. Only seats one though.

Properties:

Clubhouse (100cp): A small disused property, such as an old store, automotive garage, beach house. Not exactly up to code but is hooked up to the grid, has an assortment of appliances and entertainment as well as a bed in the back. May purchase any of the ingame safehouses (with the exception of the dorm room and Dragon's Wings)

Billy Crane's Traveling Carnival (200cp, discount Drop-In): Your standard carnival, complete with a midway of games, several rides such as the Big Squid, Big Canyon Railway Rollercoaster, a Go-kart track, Merry-go-round, Funhouse and a ferris wheel. There's also a freak show featuring the skeleton man, the fat ugly bearded woman, the siamese sisters Delilah and Jezebel joined at the hip, two midgets who wear luchador outfits and wrestle, the painted man (who just seems to be a crazy guy with lots of tattoos), and the Last Mermaid,

Dragon Wings Comics (200cp, discount Student): Profitable little hobby store that stocks comics, board games and model kits, as well as being able to order other such items. The basement has a nice game room and can be used as an apartment.

Old Vale Mansion (200cp, discount Teacher): A large and expensive home in Old Vale. Two stories tall, with a large gated yard, and a greenhouse in the back. Comes with free utilities, and the taxes are completely paid off.

Yum Yum Market (200cp, discount Prefect): A modest asian minimart. Sells produce, household goods and other items. Makes a tidy profit and stock will update in future jumps

Bullworth Academy (200cp): You get to take the whole school with you when you leave, though you'll have to hire your own staff. Retains Modifications. Inactive companions and followers can teach here.

Companions:

Companions cannot buy companions.

Import/Create (100cp): Import or Create up to 8 companions with 600cp each.

Canon Companions (50cp each): Did one of the students catch your eye? Or perhaps a teacher? For 50cp each you can recruit a single person from this jump, provided you convince them of their own free will to come with you.

The Hopkins Boy (100cp): James 'Jimmy' Hopkins, comes with the full student and drop in trees as well as 200cp in items (cannot purchase properties).

Teachers Assistant (100cp): A young university student who took a job as a teacher's assistant at Bullworth for college credit and an easy paycheck. Comes with the full student and teacher trees, clubhouse property (their apartment/dorm) and 200cp to spend on additional items (Cannot purchase properties).

Local Kid (100cp): This young man/woman isn't a student at Bullworth but instead goes to one of the other schools in the area. Comes with the full student tree and 600cp to spend on anything else in the document (cannot purchase properties)

Scenario:

Bully

You are Jimmy (or Jimmi if you prefer to be female) Hopkins. You'll lose any memory of the setting and have to pass the sophomore year and not be expelled*. You'll end up having to face all the same trials the canon version did, even if you try to nip them in the bud beforehand (like say dropping Gary off a very tall cliff). For completing this task you get another 300cp to spend on this jump and 200cp to spend on the next Rockstar game jump you take (or on a previous one you've already completed)



Drawbacks:

Gender Flip +0cp: Perhaps you'd prefer if the school gender ratio was the opposite? This drops you into an alternate universe where everyone is the opposite gender they are in the original one. You may also choose just to have certain people change as well.

The Other Hopkins Kid +0cp: By taking this Jimmy now has a sibling (you!), just as bad as he is and sent to Bullworth alongside him. If taken with the scenario, you have the same requirements as he normally would.

Expanded Universe +100cp: Share the same universe as GTA San Andreas. You get CP because this makes the world much more dangerous

Really Shitty Dorm +100cp: Your dorm room is disgusting, dirty mattress, bugs, terrible smells and the person next door keeps making strange noises at night. You can clean the place up, but it will be a hard battle to keep clean. If you're a teacher you live in a crummy apartment with the same issues.

Bullied +100cp: Like Pete, people seem to think you're the perfect person to pick on. Expect to be pranked daily, like kick-me signs, your clothing dyed pink, embarrassing nicknames.

Fall Asleep At 1am +100cp: At 1am sharp you'll fall asleep and can't be woken up till 6am. If you fall asleep outside a bed, you will be found and transported back to your dorm/apartment.

Full 10 Years +200cp: Instead of the one year you'd stay here, you're here for the full 10. If taken with Expanded Universe you get an additional +100cp.

Institutionalized +300cp: At some point during your year here (first year if you take Full 10 Years) you'll be involuntarily committed to the local asylum, probably because you seem to think you're a 'jumper'. Escaping won't be easy as while on the institution grounds you'll be reduced to bodymod and whatever you bought here. You don't actually have to escape but the place is rather unpleasant and staff treat you like crap.



Well It's been an exciting year (or ten) and now you have a choice:

Go Home: Hope you enjoyed your journey.

Stay Here: Are you sure? Well that's your choice.

Continue Jumping: Yeah I figured. Let's blow this popsicle stand.

Notes

1. For the scenario where Jimmy gets blamed for vandalizing town hall and expelled does not count as being expelled, so long as you get readmitted later.
2. Bully apparently takes place in the GTA San Andreas universe at a undisclosed time (could be anywhere from the early 90s to the early 2000s (there's a ingame version of wipeout which was released in 1995).
3. Classes: Art, Biology, Chemistry, English, Geography, Gym, History, Home Economics, Math, Music, Photography and Shop.
4. Rockstar game jumps include (but are not limited to) Grand Theft Auto, Red Dead Redemption, and Manhunt.
5. Thanks to Chrissy, RichardWhereat, Jace and Miss Direction for suggestions.

Version History

1.0 First Release