



# Glee (TV Series) Jump

ver. 2.1

by Sonic0704

Congratulations Jumper, you have just been given chance to first-hand experience the world of the Glee TV Series and all of its insanity. You will be spending ten years in this world, starting at the beginning of the series in September 2009. You get 1000 CP to spend on options in this jump and can get more by taking drawbacks. Good luck. You will need it.

## Location

You start at William McKinley High School, Lima, Ohio.

## Age & Gender

You keep the gender you had in the previous jump or can change it for free if you want to. You can pick your age for free, as long as it is appropriate for your origin. If you want to you can still roll for your age by using rolls listed with origins.

## Origins

**Guest Star (Drop-In)** (free) – You appear in this world without any memories of it and with just your basic identification. Roll either 1d4+13 or 1d8+30 for your age.

**Student** (free) – You are now one of the seemingly countless students at William McKinley High School, although you're lucky enough not to be a member of the glee club. Roll 1d4+13 for your age.

**Teacher** (free) – You are now one of the teachers at William McKinley High School. Roll 1d8+30 for your age.

## **Perks**

**Soundtrack** (free) – Glee TV series is all about the music, so you now have your own soundtrack, which will play appropriate music for any situation in accordance with your wishes. You can turn this on and off at will, set the volume as high or low as you want to, and can decide if others hear it as well or not. If people unaware of jumpchain hear the music they will simply assume it is coming from hidden speakers or something similar. This perk is limited to the music you have heard in the past, so you will still need to do music research if you want to exploit this fully.

**Musical Number** (free) – In combination with the Soundtrack perk set so that everyone can hear it you can activate this perk and pull everyone into musical numbers full of singing and dancing and fun and drama and... well, basically, the way people in this world just randomly burst into the song and start singing and dancing? You can now cause that to happen whenever you want to.

**Perfect Timing** (-100 CP, free for Guest Star) – You now have immaculate timing, which allows you to always appear just when you are needed and to manage to precisely time your entrances for maximal dramatic effect. Comes with an internal clock that allows you to perfectly tell the time and with an instinct to time your entrances to the point.

**Adaptability** (-200 CP, discount for Guest Star) – You are extremely adaptable to circumstances and events happening to you, seemingly never getting caught by surprise. Makes you great at rolling with the punches, so to speak, and allows you to always keep moving forwards no matter what. It does not mean you cannot get surprised anymore, but you adjust and adapt to everything happening so fast that it seems to the observers as if nothing surprises you.

**Looking From The Outside** (-400 CP, discount for Guest Star) – Being an outsider can sometimes be beneficial, as this gives you an outside perspective on various things, such as what is going on within close groups. This perspective makes you perfect at giving people advice and as a side-effect of this perk they will surprisingly enough listen to it and at least consider it, if not outright follow it.

**Heart Never Lies** (-600 CP, discount for Guest Star) – People lie. Most often they lie to themselves. Thanks to this perk you can now self-reflect and see through your own lies, finding out the truth that you had buried deep beneath and ignored for whatever reasons. It will not be an easy thing to face emotionally, but as you do it and work through your self-made lies you will get out of it a better person. You can also use this perk to help others work on their own realizations and look through their own lies. Just be careful because the truth can be a double-edged sword and can hurt quite a lot.

**My Talent** (-100 CP, first free for Student, additional discounted) – You have a unique talent of your own with which you express yourself to the world. This talent can be anything, from being great at a specific sport or at cheerleading, to have noteworthy acting abilities or amazing with one of the musical

instruments, to being an aspiring photojournalist or great at dancing, and so on. How you use this talent is up to you, but with a bit of nurturing it could be turned into an advantage and future job.

**Fade Away** (-200 CP, discount for Student) – Life in high school can be pretty difficult, so standing out in any way can be equal to a social death sentence. Thanks to this perk you are now an expert at fading away, melting with the crowds and avoid standing out in any way. Applies this to all aspects of it, from giving you skills such as how to walk to avoid notice, how to dress to blend in and how to act to not stand out. This might even be applicable in other situations, not just in high school...

**Actually Learning** (-400 CP, discount for Student) – High school is supposed to be a learning environment, yet many students sadly do not actually learn all that much during their school year. Thanks to this perk you will not have that problem anymore, as with a bit of studying and thinking you will always manage to understand lessons that your teachers try to teach you. These lessons can be anything, not necessarily something from the school curriculum, and just about anybody can be considered a teacher in the right circumstances, so just a bit of creativity could lead you far with this.

**Queen Bee** (-600 CP, discount for Student) – There's no stopping you, as you are the absolute top of the top, the next big star in the field of your unique talent. This boosts your unique talent to be comparable to the legends in your field, comparable to people like Barbra Streisand and Michael Jackson. This has beneficial side-effects in other ways as well, as thanks to being so talented you are now considered the king or the queen of your social circle.

**Potential** (-100 CP, free for Teacher) – The job of a teacher is often quite difficult, as getting lessons across to your students can be quite difficult in many ways. Thanks to this you have no trouble seeing the potential that your students have and bringing it out of them, to the front, help them utilize it fully through various ways and means.

**Teach** (-200 CP, discount for Teacher) – Not every teacher is actually capable of teaching, but thanks to this perk you do not have this problem. You always manage to successfully teach your students lessons you want to impart to them and they do not even have to be things from the official curriculum. You are a master at thinking up lesson plans that will play to the strengths of your students, and as long as you have the knowledge you are actually trying to teach you will eventually successfully teach it to whoever you are teaching. Since the concept of a student can be stretched quite well...

**Expertise** (-400 CP, discount for Teacher) – Unfortunately not all teachers are actually that good at the subjects that they teach. You are not one of such teachers, having gone through necessary loops to be accredited both as the teacher and for the class that you are teaching. Additional purchases possible to expand areas which you can teach, with additional discount for them (Teachers get  $\frac{1}{4}$  discount for these additional purchases, everyone else  $\frac{1}{2}$ ). The first purchase of this perk is by default connected to the expertise for the class you will be teaching, but additional purchases or purchases by non-teachers can be picked freely.

**Connect & Inspire** (-600 CP, discount for Teacher) – Not every teacher actually connects to their students, much less manages to inspire them in any way. You do not have these problems, as you always manage to successfully find a middle ground with your students and help them solve their problems whatever they may be. This manifests itself in many ways, but leads to you forming deep genuine

connections with your students, which helps you to keep on inspiring them to keep trying, no matter how uncertain they might be about it.

**Good-Looking** (-100 CP) – Strangely enough, most people in this world that seem to be worth any sort of attention, good or bad, appear to be extremely good-looking. Hollywood standard of good-looking at that. This now includes you, giving you an appearance that could easily place you on lists of the top handsome or beautiful actors, if you were one of them.

**Songbird** (-100 CP) – You are now a talented singer, ready to burst into a song at any given moment. Your talent is impeccable, you always perfectly hit all the notes, you know all the lines of songs you are singing and never mess them up, your singing range is at the upper limits of what is naturally possible

**Toxic Tongue** (-100 CP) – You have this specific way of using the words, which makes you fully capable of utterly destroying somebody's reputation with just a few specific comments or pushing them deep into the depression. But this also comes with the knowledge to do the opposite, so it is entirely up to you how you use this terrifying gift... be careful, though, for you never know what the consequences of your words will be.

**Puppeteer** (-100 CP) – You are a mastermind at manipulating people to get them to do what you want. A dazzling smile, select word, frown and showing a bit of cleavage is all you might need sometimes. The better you know them the easier this can be, and it does not matter whether they are your closest friend or your greatest rival.

**Tenacity** (-100 CP) – Your conviction and your tenacity are so strong that you never give up. You will keep holding to your beliefs and use them to keep going on no matter what happens. Things might be outright terrible, but there is nothing there that could break you and your resolve.

## **Items**

**Wardrobe** (-50 CP, free for Guest Star) – You have a seemingly magical wardrobe, which is filled with outfits, uniforms and costumes for any sort of occasions. Closing it re-shuffles its contents when re-opened, but no matter what it will always offer clothing that you are searching for. This clothing is always of top quality and perfectly sized for you, and this wardrobe can provide clothing for any sort of occasion.

**Drinking Flask** (-100 CP, discount for Guest Star) – Drinking flask that is filled with your favourite drink and that seemingly never runs out. Said drink can be whatever you want, with even complicated cocktails being possible, as long as you provide a flask with a sample of said drink. Several drinks are possible, they can be switched over the night by informing flask of it.

**Motorcycle** (-200 CP, discount for Guest Star) – Your very own motorcycle, of the model that you want, so that you can get anywhere as fast as possible. If destroyed or lost for any reason new one appears in your Warehouse one week later. This motorcycle is always in pristine condition, does not need to have its gas refilled and will retain any modifications you make to it if you want them retained.

**School Bag** (-50 CP, free for Student) – School bag that appears to be bigger on the inside, able to fit as many school supplies as necessary. Can be sealed tightly shut in order to protect your homework from things like slushies, will automatically sort its contents so that everything is protected and easily accessible. No matter how much stuff you put it, it will always be of comfortable weight. Import of other bags is free and can expand its carrying capacities.

**School Supplies** (-100 CP, discount for Student) – Textbooks, notebooks, pens and pencils, art supplies and so on. Basically a full collection of everything you would need over the duration of your schooling. Upgrades as needed with future jumps and these textbooks are rather special, as they double your learning capacity when used and allow you to recall their contents perfectly.

**Music Instrument** (-200 CP, discount for Student) – A music instrument of your own, which is going to make playing music easier for you. If it is destroyed or lost for any reason, then the new one appears in your Warehouse one week later. The music instrument acquired with this is of top quality and will always be perfectly tuned. Alternatively this can be used to purchase an item of equal value to a musical instrument, but that is somehow tied to your activities or hobbies.

**Props** (-50 CP, free for Teacher) – A seemingly magical box that is filled with various props you just happen to need for your current project. Closing it re-shuffles its contents, so when it is re-opened you have new things. Unfortunately things from it cannot be used for anything else but as props, so no selling them or use them as a source of the material. The second purchase of this, undiscounted, gives you a similar box of accessories, which combined with Wardrobe can provide stuff like jewellery and other accessories. The same limitations as with Props will still apply.

**School Bus** (-100 CP, discount for Teacher) – As a teacher sometimes you need to take your students somewhere, such as on a field trip or to some competition. With this School Bus that will now be much simpler. Perhaps time you would spend arranging for transportation could be better spent in other ways. This bus, if destroyed or stolen, will reappear in Warehouse in one week. It will always be in pristine condition, will not need to be refuelled and will always have just enough space for all of your students to be comfortable during the trip.

**Apartment** (-200 CP, discount for Teacher) – Might not be exactly the entire house, but living in your own apartment will be just what you need. It will be just big enough for your needs, it comes rent-free and with all basic utilities (electricity, plumbing, etc) dealt with. You will still need to keep it stocked with supplies and clean it, though. After the end of the Jump can be made part of the Warehouse as an extension or integrated with one of your other buildings. For an additional undiscounted 200 CP you can upgrade it into a house big enough for the entire family.

**Slushy Machine** (-100 CP, additional purchases discounted) – Your own slushy machine that makes two types of slushies of your choice. Hopefully, you don't plan to use them for anything sinister instead of just drinking them. Slushy attacks are apparently not anything nice to experience. Additional purchases double the number of slushy types your machine can purchase.

**Auditorium** (-200 CP) – Auditorium in which glee club can practice and hold performances, or theatre club can hold their plays, or school band can have their concerts. Alternatively can be used to purchase a comparable specialized room for student club activities, like a gymnasium or art workshop. These specialized rooms always come with appropriate equipment. Additional purchases are discounted. Post-jump these rooms can become Warehouse extension or be incorporated into other buildings you own.

**School** (-400 CP) – Somehow, oddly enough, you are now the owner of your own high school. By default this is William McKinley High School, or in combination with From Dalton Academy drawback this is a school which you picked for said drawback. Post-jump you can freely rename it if you want to. Comes with everything that the school should have, from competent staff and equipment and classrooms for all classes and school activities. By default curriculum taught there is modern era American curriculum, but as the owner of the school you can adjust that in future jumps, including expanding the age range of its students, adding more classes or even including classes for supernatural abilities. Post-jump this can become a Warehouse extension or be inserted into jumps.

## **Companions**

**Bestie/Soul Mate** (-100 CP) – Seems like everyone in this world is obsessed with having a bestie or soul-mate. With the purchase of this option you can now create or import one for yourself, with a maximum of two purchases, one for Bestie and one for Soul Mate. They receive the same Origin as you, associated freebies and 800 CP to spend on additional Perks and Items. They can be your actual best friend or spouse/soul-mate, if you have one, regardless of whether said individual is already your companion or not, as this option will bring them along. If you do not already have one then this purchase will create them for you in such a way that they will be individual perfectly fitting this role, but you do not have any input in the creation process.

**New Directions** (-50/-200 CP) – Create or import one of your Companions for 50 CP, 8 for 200 CP. Each receives their own Origin, associated freebies and 600 CP to spend on additional Perks and Items for themselves. Can be purchased multiple times.

**Canon Character** (-100 CP) – Want to recruit one of the main characters as your Companion? By purchasing this you can now attempt to do so and should they turn you down for whatever reason you can attempt again with somebody else.

## **Drawbacks**

Max of 600 CP from Drawbacks.

**Too Much Drama** (+0 CP, not compatible with From Dalton Academy) – If you want to avoid the over-the-top drama of Glee (TV Series) then by picking this toggle you instead enter a generic slice of life setting that has you in some way involved with high school. Unfortunately it does have a glee club, but perhaps its members are more normal?

**From Dalton Academy** (+0 CP, not compatible with Too Much Drama) – Instead of being a student or teacher at McKinley High School you are now a student/teacher at one of the other schools in this setting, for example Dalton Academy.

**Sing, Sing, Sing** (+0 CP) – People in this world keep randomly dropping into song and singing it all the way through, no matter what you try to do and stop them. Hopefully you won't find it too annoying because it will be happening daily.

**Outcast** (+100 CP) – You are a true outcast, not having any friends or acquaintances.

**Bullies** (+100 CP) – You have an unfortunate tendency of getting bullied. Nothing too terrible, but unexpected slushy attacks, getting locker slammed, occasional slashed tires and such will continuously happen to you for the duration of this jump.

**Revolving Doors of Love** (+100 CP) – Seems like you are surrounded by a group of people that constantly keep switching their boyfriends and girlfriends between each other. It can get quite maddening keeping track of all this and good luck trying to avoid getting sucked in.

**Unknown Origins** (+100 CP) – One of your parents isn't known to you and it keeps bugging you as you try doing everything in order to discover their identity and step into contact with them.

**Crush** (+100 CP) – There is this one person that got this enormous crush on you. Expect continuous requests for dates, annoying slightly creepy gifts and constantly having this person in presence. If you manage to help them get over their crush on you and actually become your friend, you can recruit them as Companion for free, but you'll definitely have to work on that for several years. Can be imported Companion.

**Catfish** (additional +100 CP, requires Crush) – Your crush took it a step further and constructed fake profiles on social networks, using stolen pictures and such. They then got into contact with you and started communicating, tricking you into sharing your secrets with them. That you're dealing with catfish you'll realize pretty quickly, but finding out their identity will be much more difficult and it will keep your attention until you manage that.

**Stalker** (additional +200 CP, requires Crush) – This option upgrades the Crush into becoming an actual stalker. They are now obsessed with you, following your every move, taking pictures of you, collecting personal items that you threw out and so on. Thankfully they won't go that far as to try and force themselves on you, but be careful because they could potentially be pushed over that line.

**Romance Obsessed** (+100 CP) – You are now obsessed with romance and getting the perfect boyfriend or girlfriend and being nauseatingly sweet with them. Alternatively, instead of you one of your Companions can be romance obsessed.

**Shipping Wars** (additional +100 CP, requires Romance Obsessed) – People around you are now just as romance obsessed as you are and even taking it a step further, playing matchmakers all the time, rooting for their preferred couples to get together and even giving couples strange nicknames.

**Glee Club Member** (+200 CP) – Instead of being just ‘mere’ student at William McKinley High School you’re now a member of their most infamous group of outcasts, the glee club’s New Directions. Gives you Club Membership for Glee Club for free. In case you are a Teacher this makes you one of the club’s mentors, in case you are a Guest Star this drawback ensures your continued involvement with the club. This drawback does not count towards the Drawback limit.

**We Are The Champions** (+100 CP, special, requires Glee Club Member drawback) – Your goal is simple, your Glee club is to become the best of the best and win the national championship of Glee clubs. This changes 10 years of jump’s duration, this jump will instead end when you accomplish this goal... whether that is earlier or later. Good luck, because it will not be an easy challenge. This drawback does not count towards the Drawback limit.

**Rival** (+200 CP) – You have this rival that is obsessed with being better than you at everything. If you manage to turn your rivalry into a friendship you can recruit them as Companion for free, but it definitely won’t be easy and will take at least a few years. Can be imported Companion.

**Poverty** (+200 CP, not compatible with Job or Inheritance) – You come from a family that has been dealing with some serious financial problems and you feel responsible trying to help them by getting a job of your own or by selling your personal belongings. For some strange reason you also feel compelled to hide your problems from your friends.

**Teenage Pregnancy** (+200 CP, not available for older than 20) – Congratulations, it’s a baby! You now have a chance to deal with the joys of going through teenage pregnancy as one of the child’s parents. Abortion is not possible. Taking it twice causes pregnancy with twins, picking it three times causes pregnancy with triplets. Can’t be taken more than 3 times. If you have an infant child from the end of the previous jump, then said child can be instead imported with this option, but it locks you into inserting as a teenager into this jump.

**Teenage Parent** (additional +100 CP, requires Teenage Pregnancy) – You must be insane, because you’ve just decided to keep your child instead of giving it up for adoption. Good luck raising a child while dealing with school and getting a job to earn some money for your child. If you succeed and avoid social services taking your child from you, then you can bring them along on Jumpchain as a Companions. If Teenage Pregnancy is taken several times it has to be taken for each child separately.

**Bully Teacher** (+200 CP/+300 CP) – Somehow you have managed to get on the bad side of one of your teachers, might not have even been your own fault, but they’ll stop at nothing to destroy your future, so better prepare to deal with their constant attempt at this. For an additional 100 CP some of their attempts will actually be life-threatening for you and people in your proximity.

**This Is High School** (+300 CP) – You don’t need all those weird powers and artefacts from previous jumps here. Except for your Body Mod and what was purchased from this jump document, you lose all of your other perks, powers and abilities, all out of the jump items, and even Warehouse access. Use the opportunity to relax and have fun.



## **End Options**

**Stay**

**Continue Jumping**

**Go Home**

## **Notes**

Changelog:

Ver. 2.1 - Added Soundtrack and Musical Number perks. Added School item. Added This Is High School drawback. Polished wording of all perks, items, companions and drawbacks on offer. Adjusted some pricing. Adjusted rules on Gender and Age. Replaced Club Membership with School Supplies. Adjusted Glee Club Member drawback and added We Are The Champions drawback.

Teacher perks might seem a bit strange, but in Glee TV Series not all teachers are actually that good at their jobs, which is why perks that you'd expected all teachers to have actually cost CP to get. Potential works best if combined with perks that allow you to connect with your students.

Combining My Talent and Songbird makes you that much better at singing, more than easily letting you take place of the lead singer of your Glee club.

Glee Club Member drawback interactions with Origins – Student becomes member, Teacher becomes club sponsor, Guest Star becomes either member or teacher assistant.

Link to google document:

<https://docs.google.com/document/d/1XblBLuneYH74PdP887ItbChFDadEcAVmTnANevxGDso/edit?usp=sharing>

If you have any comments, suggestions or criticisms, feel free to drop them into the doc.