Generic Live Action Disney Show Jump 1.0 By LJGV/Sin-God

Hi, I'm *The Jumpmaker* and you're watching Disney Channel. This jump is for a hodgepodge of Disney shows, and will give jumpers who visit it access to a range of powers and items that will allow for jumpers to experience a more comedic and family-friendly time in future jumps as well as take a bit of that Disney magic (and also, potentially, other magic as well) with them wherever they go. Take these points, they'll be quite handy while you're here for the next decade.

1000 Disney Points.

Locations:

1. Generic Earth: The setting for countless Disney shows is a surprisingly mundane version of Earth. By selecting this location you can arrive on a version of Earth that is simultaneously home to countless Disney shows from *Suite Life of Zach & Cody* to *Hannah Montana* to *Phil of the Future* and more. If you wish you can start the jump in a place where Disney characters naturally congregate such as the Russo Family's sandwich shop or the Tipton Hotel.
2. Disney Portal World: This fascinating location is filled with portals leading to countless Disney shows. A portal to any live-action Disney show that lacks a jump can be found here, from *Lizzie McGuire* to *Shake It Up*. Someone who arrives at this place can always find a way back here, at least for the duration of this jump.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Disney Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Laugh Track (Free): You get a toggleable laugh track that will alert you to when people are trying to be funny. Others will not hear the laugh track unless you draw their attention to it and it is not distracting unless you want it to be.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Family Selection: This perk allows you to select your family in any future jumps you go too. This is affected by origins or drawbacks which have an effect on your family, but this allows even a drop-in to have distant relatives they can befriend and family functions they can go to if they want them.

Loveable Scamp: Somehow people are incredibly permissive and forgiving regarding your antics. While this does have limits, those limits can be hilariously high to the extent of forgiving victimless misdemeanors, but it does not immunize you to the law or allow you to hurt people. That said, this means many of your worst behaviors can be forgiven so long as you aren't actually harming people.

Honorable Student: The more in line you are with authorities in your life the faster you learn. This serves as a catch-all for training, studying, learning, and generalized experience booster, that grows stronger the more lawfully you behave. This boost is strengthened when you are in the presence of a teacher or a supervisor of some sort.

Best Of Both Worlds: Your life is… strange. You have found yourself torn between two very different worlds, and as a result of this you've gained a special talent. You are uncommonly skilled at balancing two different sets of responsibilities, navigating two different sets of friends, and potentially even managing two separate identities. With this it's not difficult to pretend to be two separate people, even without out of context abilities to help you in some way.

Revolving Cast: You can very easily find ways to entangle your friends in your shenanigans and can also figure out ways to get people you wouldn't want to have in a plot be peacefully booted out. If you want a friend to help you get into a romantic subplot with your neighbor and want your older brother not involved, you'll almost certainly be able to figure out a way to get him out of your hair and find a hobby you and your neighbor share.

Too Young: You are, in fact, not too young to be building a rollercoaster or working as an engineer, or to be the president of a massively successful international business. As a jumper age is a nebulous thing and it'd be incredibly annoying if people tried to stop you from doing things you can and have done in past jumps in this (or future) jumps based on your apparent age. With this perk you can immediately and simply shut down questions based on the age you seem to be, and can immediately tell people that you are in fact qualified to do something so long as you are, actually, qualified to do it. If someone needs a lawyer and you were a qualified lawyer in another jump you can be their lawyer, if someone needs a doctor and you visited a past jump that made you a doctor you can step to the plate and help them. This also synergizes well with items such as businesses or communities you own, allowing people to recognize you as the owner and/or ruler of a place you own and/or rule.

Alter-Ego: You are a master of disguise. Whether this comes from you crossdressing, something people will always find ways to excuse and accept even if they'd normally be opposed to such acts, or you putting on a wig and a pair of glasses, you will be able to disguise yourself with almost supernatural ease. If you had some ability to clone yourself, this would be an incredible gift…

Artist: Despite what often comes to mind when people think of the term "Artist" we're using it in its expansive sense. You can select any form of art you can and you will be skilled enough at it to make a living off of it, even a wealthy living if you train in whatever artform you select. You could be a painter, a drummer, a singer, an actor, or many other things as you wish.

Gig Worker: You excel at the various jobs students tend to get; babysitting, tutoring, semi-professional yard work. You give off very trustworthy vibes and find it remarkably easy to get hired for such work. In future jumps this lends itself to other gig jobs, such as food delivery and ferrying people from place to place like some underground taxi driver. Basically, you have a remarkable ability to find unofficial work and when you look for such jobs they tend to pay better than they should.

Off-Season: Every year there will be a period lasting a few months, perhaps two or three, wherein the overall canon of a setting will not proceed. This can manifest in ways such as no major supernatural threats emerging and dark plots stalling for a time to romantic relationships that enter a healthy, happy plateau phase, to even just the summer break separating different school years in the American public school system. In supernatural settings new supernatural creatures can appear in a sort of "Monster of the week" way, but none of them will be overwhelmingly powerful or incredibly dangerous or otherwise adversarial and you can take this time to reliably train or hone your skills. You'll know when this is happening as it'll be forewarned somehow, most commonly in some sort of narratively thematic way such as people talking about a change of the seasons or something to that effect.

Comedy > Responsibility: This perk allows you to weaponize comedic timing. If you are about to get in trouble somehow and you find a place for a witty one-liner you can lessen the trouble you're about to be in. How effective this is depends on the severity of the trouble, how good your

timing was on the one-liner, and how funny the one-liner was, but if you time it properly and have a witty enough joke lined up you can stop yourself from being arrested (though you'll probably still have to go downtown for a short stint).

Lifelong Friendship: Somehow, as unlikely as it seems, you will meet friends who will be a part of your life for as long as you want them to be. Even if your friends move away, or you move away from them, you can rely on your friends to show up in a time of great enough need, no matter how unlikely it seems before it happens. Beyond that you have a genuine knack for staying friends with people, both those close to you and those who are far away. Your friends are also willing to put in the work to maintain the friendships, and you can mesh with people instantly.

Supernatural Magnet (200 DP): You have curious luck when it comes to finding the supernatural. Whether you've managed to come across one of the few powered people in the world despite living in a small town in the middle of fly-over country, or coming across aliens or time-travelers, if something is even arguably supernatural you'll have a healthy chance of encountering it during your time in a jump though this won't add supernatural elements to genuinely mundane worlds.

Off-Screen Student (200 DP): Being a jumper and going to a plethora of settings pretty much guarantees that at some point you'll have to deal with things like writing papers, or working as a cashier or other minimum wage employee. If you actively enjoy that, then you can skip out on this one, but if that's something that you'd rather not do then by picking this you can handle small stuff like shifts at a job that isn't the main focus of the jump or studying for a quiz on Monday while in a montage-state. This doesn't lower the quality of your work or reduce your ability to recall studied material; it simply keeps such events from boring you by allowing you to whizz past them.

Genre Savvy (200 DP): This gives you a handy ability; genre awareness. You are aware of the tones of the world around you, and you can get a handy sense for what will work and what won't work to advance or disrupt the story.

Sudden Fighter (200 DP): You have decent skill in a martial art of your choice, though this defaults to karate, and you have a healthy amount of skill in street fighting and using your environment to really mess someone up. This is most pronounced when you're fighting to defend yourself or others, with the more you care about those you're protecting the more of a boost to your skills this'll give you.

Family Friendly (200 DP): Somehow your adventures have a way of being more… G-rated. This can affect everything from activities in the adventure to the sights you see, and can even affect villain motivations to some extent (Villains won't seek to do things not G-rated, even if their goals are still unpleasant, such as world conquest, gaining unlimited power, etc.).

Family Secrets (200 DP): Your family/families will always have some odd, yet convenient set of secrets. These secrets could be things like a family fortune, they could be spies, you all could have some sort of supernatural heritage, they could secretly be royalty of some distant and remote kingdom or some other goofy setup for sitcom-style antics. These secrets will always come to light either right as you enter the jump or soon after, and oftentimes there will be cascading secrets that accompany the first ones, that are revealed at times of narrative tension or when it is best for the sake of storytelling. This is also toggleable, but can only be toggled off or during the beginning of a jump, the first few days, before it is set in for the rest of the jump.

Supernatural Gimmick (200 DP): In a world of nearly complete mundanity you are either an anomaly or a near anomaly and possess a curious gift. You have a strange ability, whether it's minor magic or an uncontrolled ability to glimpse the future, your day to day life is colored by a dash of the supernatural. This can grow stronger and become more controllable if you take the time to hone it, and you can always find somewhat true myths and legends about it if you invest time into researching it.

Foreboding Theme Song (200 DP): Despite the name of the perk this is not a spooky theme but rather one that signals an adventure. Anytime that a somewhat significant series of events is about to begin to unfold in your life you will pause and experience a psychic montage of events in your life and the lives of your friends while a catchy tune and a nice voice sing a song that is clearly about you in some capacity. This will occur at the start of the day of the adventure, happening to you while you're dreaming (though you'll be able to remember it when you wake up), trancing, or otherwise resting and idle if you don't sleep. If you're perpetually active, this may occur during a transitory time such as on a bus ride to school, on a subway train, or during a study hall between classes.

Items:

Any unspent tokens can be spent here.

We're Going To Disney World!: This item ensures that your family will be able to go on a week-long vacation to Disney World or Disney Land once a year without it ever significantly impeding on their collective finances. In future jumps this will still send your family to Disney, or to an analogous theme park unless such a setting does not have one in which case this will send them to the closet thing in the setting, such as a week long festival or celebration of some sort.

White Picket Fence: Ah yes the good ole embodiment of the American Dream back in the 50s, this white fence or something roughly analogous if you live in a non-suburb housing place, has a few unique properties. Firstly this item very strongly discourages eavesdropping and peeping on you or your family, serves as an odd obstacle for attempts to spy on you even when people overcome the subtle urge to not eavesdrop. Additionally this item increases the likelihood that

your neighbors will be nice and friendly, and may well be something they introduce themselves just to comment on!

The Mall: Well, not necessarily a mall but some place where teens and other young people can gather pretty easily. This could be a shopping outlet, a mall, a downtown, or something to that effect. You have an extreme discount when shopping here and can easily get a job here no matter your age, which will pay well and be hilariously easy. This item will follow you along your chain, and you can find it very easily in relative proximity to your starting location in future jumps.

What It Takes (1st purchase free if you purchased the *Artist* perk): This is a set of items related to an artform of your choice, though this defaults to whatever you're best at (or whatever you acquired skill in via *Artist)*. These items are masterwork quality and boost the effectiveness of whatever you do with them (that is appropriate to the artform they are connected to) by a decent amount. This could be an outfit or a dance mat for dancers, musical instruments for musicians, or something for more visual artists, but regardless of the exact form this takes it'll be something that helps you along your journey to become a more talented artist.

Family Business: Your family owns a successful business of some sort, that you decide when you select this item. This business will follow you into future jumps, and while doing this jump you may well have to spend a short stint working at this business in the future this becomes a source of passive income. It will always be decently profitable, enough that so long as you are decently careful with your money you won't need to work to get by, and the store will manage itself, outfitted with generic NPC followers who do a decent job of running the business. You can, of course, opt to manage the business directly, which can result in it being more successful assuming you do your job diligently.

Meal Card: This handy card lets you buy one meal a day, complete with a drink and it includes a generous tip. This item can pay for an entire table, not just you, and when used extends a SOP's aura around the table which causes the wait-staff to not pester you and anyone else with you, only coming by to refill your drinks or perform any similar services. This also protects you from eavesdropping unless you'd prefer to be eavesdropped on.

Wizard's Lair: Or something analogous to it, depending on the specifics of your build and any past abilities you had before you arrived here (and, to some extent, what powers and origins you get after you leave). This place is a workshop/study that fits your abilities and interests and provides you with a minor boost to your learning speed. It is also filled with materials relevant to your interests and texts that can help you streamline your learning and crafting. This place is absolutely undetectable to anyone you don't reveal it to (barring drawbacks and the like), and local reality will bend minorly to help keep it safe.

Indestructible Book Bag: This is a perfect backpack. It is your exact aesthetic style, somewhat bigger on the inside than the outside, and it is absolutely indestructible. This backpack also cannot be lost or stolen, at least not for longer than a minute, at which point the thing will return

to you or to your warehouse (whichever makes the most sense given your current situation). It protects the goods inside of it from being stolen, though they can be confiscated, and it protects any out of context goods from being noticed.

Invisible Cameras: Oh so you're ***Really*** in a Disney show, huh? With this, you're followed by an invisible camera that captures your every move. You are, effectively, the protagonist of a show. You can also temporarily stop time and explain a concept or share your inner thoughts to an audience, for a total of up to an, effective, hour a day (though you can split this into smaller chunks). You can, if you wish, have this edited in a way that Disney execs would approve of it and would air it, in which case you can send "episodes" to your benefactor or into the grander omniverse and get feedback on a website that only you can browse.

Your Bedroom (100/200 DP): This is an age-appropriate, size-wise, bedroom that is well and truly yours. It has many of the features of a fiat-backed space such as being self-cleaning and can be accessed by using a key. This key is synced to you and can always be found in your pocket or nearby if you aren't wearing clothes that have pockets.If you put the key in a keyhole and are not being observed you can teleport to your accommodations by opening the door and stepping through it. If you pay an extra 100 DP you can also enter your bedroom by putting the key in the air, intending to enter the room, waiting a beat for a door to appear and then stepping through the door no matter where you are, unless you are prevented from using items via a drawback or something similar. You can also choose whether you reappear in your house/living place, or where you entered the room when you eventually exit the room. The upgraded version of this also includes a fully decked-out bathroom, complete with spa amenities, but the amenities will not be noticed by others if it wouldn't make sense based on your housing situation (unless you point it out yourself).

Set Pieces (200 DP): Every Disney show uses several recurring set pieces. Now these set pieces follow you along your journey, tucked safely away in your warehouse. This can include an active subway train, such as in *Shake It Up* and *Girl Meets World* to various high school rooms and hallways such as in an assortment of Disney shows. These set pieces are fully operational and can be used to do things like eat, or study, or get from place to place.

Latch-Key (200 DP): This is a super key which can be used to lock or open any property of yours or your family's (so long as you could reasonably be expected to have a key for it, so if you're about teenage in-setting). This can also add locks to any storage unit/container that you can reasonably expect to have some privacy in/around, such as a locker or a closet of yours. This CAN work on books, but only ones where it'd make sense for them to have locks, such as journals or research notes. In this jump, if you use this on lockers or even your own door in your familial housing, there'll be master keys that can open stuff you lock with this, however in future jumps this limitation is done away with (IE: Your parents can unlock your room even if you lock it with this, your high school can unlock your locker even if you lock it with this, etc.)

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Sequel Series: You'll spend 10 more years here per iteration of this drawback you take.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You're the bad guy and have to deal with that.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that.

Laugh Track: You are followed by a creepy laugh track that laughs at inopportune and inappropriate times. Sometimes it laughs so loudly that other people can hear it, which will only encourage them to behave in ways that cause the laughter.

Disney Brain: Other people behave as Disney characters would. This can mean students disrupting teachers, teachers becoming surprisingly cruel if they dislike you or a relative, or adults being generally less competent than they should be while villains can become cartoonish at times and surprisingly horrifying at others.

Oh No… YOU Have Disney Brain! (300 DP): This drawback affects you, rather than just affecting other people. With this you're the one stuck reacting like a Disney character would to the world around you, and this can range from being blissfully unaware of the supernatural to being sometimes goofily homophobic or sexist, to just being hilariously incompetent if you're an adult rather than a teen or pre-teen.

Moving Away (300 DP): This curious drawback forces you to move from place to place throughout your stay in this jump. This effectively forces you to move from city to city or town to town every two years at least during this jump. On one hand this can allow you to meet a wider range of characters than you otherwise might, but on the other hand this can make friendships feel even more fleeting than they would otherwise.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

-This jump can be used to visit a lot of settings that lack specific jumps, such as That's So Raven/Raven's Home, High School Musical The Musical The Series, Suite Life of Zack & Cody, Hannah Montana, Phil of the Future, & other such shows

-Here’s a big special thanks to friends on Reddit & Spacebattles, several of whom stepped up and helped me when I struggled with ideas for items. Numerous items here, such as the What It Takes item & The White Picket Fence item were direct additions suggested by buds. A special thanks to Ir_Fane who suggested a ton of fantastic items, all of which made their way here in some way or another. What a unit!
-Yes this can be used to grab Disney companions, if that’s your bag. You want to grab Alex Russo and Miley Stuart and go on a zany adventure? Sure, dude. You want to go on a wacky Get-Rich-Quick-based chain with Rico or go babysitting with Jessie Prescott? You absolutely can!
-This jump was published on August 10th, 2024. Future updates are possible, and if so they will be time-stamped down below.