

Total Drama Jump



Welcome to the Total Drama universe! It's rather close to real-life minus the mutants, sasquatches, the occasional alien, etc... There's a popular reality TV series here called Total Drama, and guess what? You're going to be a part of it! Let's explain the premise of each season. A group of teenagers are dragged to a crummy location or locations, where they are divided into teams by the host. Every three days the teams are subjected to grueling challenges, and the losing team has to vote someone off. The last contestant standing wins a sizable amount of money. This sounds easy enough, right? Wrong! The host of the show, one Chris McLain, is something of a sadist. He feeds off the pain of the contestants, physical and emotional, and strives to keep the drama in Total Drama alive at all times.

You have been given 1000 cp to make your experience here more bearable.

+1000 CP

Starting Season

Roll 1d3 to determine the season that you start in. Or pay 100 cp to choose yourself.

1. Total Drama Island/Season 1 – You start back where all the madness began in season one! This takes place at a crummy old summer camp on an island named Wawanakwa. Twenty-two teenagers have signed up for this competition under the impression that it would be taking place at a fancy resort. They're in for a surprise! The challenges here are simple but effective; things you would see on a reality show in real life. The show has yet to become popular, so you have the opportunity to keep it from getting another season if you so desire....
2. Total Drama Revenge of the Island/Season 4 – After the horribly catastrophic events of season three, the producers have decided to wipe the slate clean and bring in a whole new cast of 13 teenagers to torment. Like season one, it takes place on Wawanakwa, only it's changed A LOT. Chris rented it out to a toxic waste disposal company during the previous two seasons. Now, it is filled with bio-hazardous toxic waste, mutating the island and its inhabitants; making it much more dangerous for a new generation.
3. Total Drama Pahkitew Island/Season 5.5 – After the events of the Total Drama All-Stars, Camp Wawanakwa is no more. It sunk to the bottom of the ocean. So it's time to move to a brand new island and bring in 14 new contestants! The Cree word for "explode" is pahkitew, so you know this place is going to be LOADS of fun!

Origins

Age is dependent on your background. You can change your gender for 50 cp.

Intern (Free): You are now one of the people hired by Chris and the producers to aid in the production of the show. You will perform a variety of tasks, such as testing out challenges, researching info to aid in challenge set-up, and even pampering Chris. It's a thankless (and payless) job, but someone has to do it. Your age is set to 18 years old.

Contestant (100): You are now one of the unlucky teenagers who auditioned for the show and got accepted. Maybe you want to be famous, maybe you're here for the money, maybe you want to make friends, or maybe you were just bored? What matters is that you're going to be subjected to be a variety of grueling challenges. On the bright side, if you get voted off you get to spend the rest of the eight weeks at that fancy resort you were promised. Keep in mind that you aren't replacing any of the canon competitors; you've just been added to the cast. Your age is set to 16 years old, and you can choose what team Chris will put you on for the first season.

Sidekick (200): You are now one of Chris's personal assistants. Chef Hatchet is your only co-worker. Your job includes demonstrating the challenges for the campers, being part of the challenges, and generally doing whatever Chris tells you to. On the upside, you actually get a semi-decent paycheck and are allowed to speak on camera. Chris might even put you in charge of the show when he's off at an awards show or something! However, if the show runs out of interns you may be required to do their job once in a while. Roll 1d8+30 to determine your age.

Host (400): You are now the host of the show, replacing Chris. You decide who goes on what team, what the challenges are, you get Chef Hatchet as assistant, and you can order around the interns! You get a hefty paycheck as well. If you take this background and Season 4 is your starting season, then Chris was arrested for dumping toxic waste dumping earlier than in canon. So the producers hired you to take his place. If taken with Pahkitew Island as your starting season, then the producers never bailed Chris out jail after Revenge of the Island. So you now you have to host All-Stars as well. Roll 1d8+30 to determine your age.

Perks

Good Looking (100, discount for Host)

You're very attractive. A perfect face for television! You know how to use your looks to your benefit as well.

Physically Fit (200, discount for Intern and Contestant)

You're very in-shape, but nothing superhuman. This is always useful for those physically demanding tasks.

Sadistic Mind (200, discount for Host)

You have a talent for hurting other people, whether it be physically or emotionally. You're good at figuring out just what would hurt them the most and thinking up plans to make that happen.

Intimidation Factor (200, discount for Sidekick)

You're a scary person. There's no getting around it. No bratty teenagers are going to act up while you're around!

Aura Reading (300, discount for Contestant)

You can now read people's auras, allowing you to get a feel for their personalities and motives. Quite handy whenever you suspect that someone might be secretly evil.

Wolf In Sheep's Clothing (300, discount for Contestant)

You're a talented actor, making people believe you're a saint when you would really rather spit in their faces.

Personable (300)

You're quite charming, so it's easy for you to gain allies. Very useful for whenever you need to make an alliance to get someone voted off.

Brunch of Disgustingness (300, discount for Sidekick)

It takes no skill to make a bad meal. It takes A LOT of skill to make horrible food like this. Chef Hatchet would be proud to call you his equal in this regard. Only someone with a stomach like Owen's could call this food good. Any normal person would really get sick or even DIE. Good luck getting someone to eat it willingly though.

Big Bucks (400, discount for Intern)

Money is what makes the world go around after all. If you're an Intern, then you actually get a halfway decent paycheck to call your own! If you're the Host or a Sidekick, then your paycheck is doubled. If you are a Contestant, then the prize money for every season is doubled.

Drama Generator (400, discount for Host)

You're very good at creating drama between people, or exacerbating already existing issues. The producers will love the ratings that you can give them! On the downside, people don't like being manipulated. So try to be subtle about it, okay?

Host's Favor(400, discount for Sidekick. Cannot be taken with Host origin or the Host's Hatred drawback)
Chris likes you. Or at least he hates you the least. Expect him to make things somewhat easier for you or invite you to watch other people's misery with him. Perhaps you can even be friends with him....?

Egghead (400, discount for Contestant)

You are a nerd, and your years of studying have finally paid off! You are capable of building some pretty impressive things with stuff from a junkyard. Wonders like power armor or a rocket chair are not outside of your reach. Imagine what you could do with proper resources?

Character Consistency (400)

You know how in canon Justin was a relatively quiet piece of eye candy in Season 1, but then suddenly became an annoying prima donna in Season 2 out of practically nowhere? Or how Trent suddenly developed an obsession with the number 9? Yeah, stuff like that isn't going to be happening anymore. Any character who underwent a sudden, unexplained personality change in canon will no longer have that happen to them. Any personality changes will now be more natural. Alternatively, you can have those personality changes be part of the character from the start. For an extra 200 cp, you can carry this effect to other jumps.

Companions

Import (100)

You can import one of your companions into this mess as well, and they share your background. They have 500 cp to spend on perks and items, but they can't take drawbacks. Can be taken as many times as you want.

Sasquatchanakwa (200)

That's right, the mysterious creature known as Sasquatchanakwa has taken a liking to you! He's always fun to have around, especially when you have someone you need to beat up. You can even take him with you after the jump ends.

Items

GameGuy (50 cp)

A portable gaming system to keep you occupied in-between challenges. It comes with batteries and two game cartridges.

Smart Phone (100 cp)

You have a smart phone with an internet connection. Useful for keeping tabs on the outside world while you're stuck on the show.

Toxic Waste (200 cp)

You've found a leftover canister full of toxic waste! Handle it with care, lest you be turned into a horrible mutant by accidentally spilling it on yourself or something.

Drawbacks

You want more points? *Fiiiine*. But it's gonna cost you! You can only get up to 800 points from these. Any additional drawbacks taken after that just add flavor to your experience.

Silence of the Jumper (+100)

That's right, no more talking for you! Maybe your vocal chords were damaged in accident, or maybe it's just a birth defect. Either way, I hope you know a good method of non-verbal communication. You're going to need it.

Contract Bound (+100)

Whether you're an intern, contestant, sidekick, or even the host you are contractually obligated to return to the show every season. And there *will* be at least one season per year now. There will be serious legal repercussions if you don't.

The Obsessive Uber-Fan (+100)

You are now the unlucky object of Sierra's affection instead of Cody. She'll try to steal your stuff, take pictures of you without your consent, invade your personal space, and generally just make a nuisance of herself. Nothing you say or do to her will dissuade her of the idea that you're her one true love. She'll show up early too, getting to Camp Wawanakwa on a speedboat a few episodes into the Total Drama Island if that's your starting season. The producers will like her enough that they'll keep her around as another contestant.

Cursed (+100)

Animals don't like you at all, and will attack you on sight. I hope you're ready to get bitten, scratched, and pecked a lot.

Fame Monger (+200)

You will now do anything to obtain fame. No matter how dangerous, immoral, or humiliating it is.

Host's Hatred (+200)

You don't know what you did, but now Chris hates you and will seek to make your life miserable at every opportunity. If you're a intern or sidekick then he'll make you do only the most humiliating and dangerous tasks. If you're a contestant then he'll make sure that the other team has more advantages than yours in challenges. If taken with the Host background, then he is now your co-host and will try to upstage you and get you fired. You can't kill him either. If you do, the Jump ends and you get sent back home.

High-Stakes Drama (+200)

You *really* should have read that contract before you signed it. The producers and Chris have decided that danger is what brings in the ratings these days. All of the challenges will be twice as dangerous as

before. If taken with the Host origin, then you have to come up with these dangerous stunts. If the producers don't think that your challenges are dangerous enough, then they will fire you and replace you with Chris.

Jumper-Zoid (+200)

You've been exposed to toxic waste, and it changed you into an ugly mutant. You still have your powers, only your mutation makes them much weaker and almost uncontrollable, being prone to going off at inconvenient times.

Ratings Reliant (+400, cannot be taken with Contract Bound)

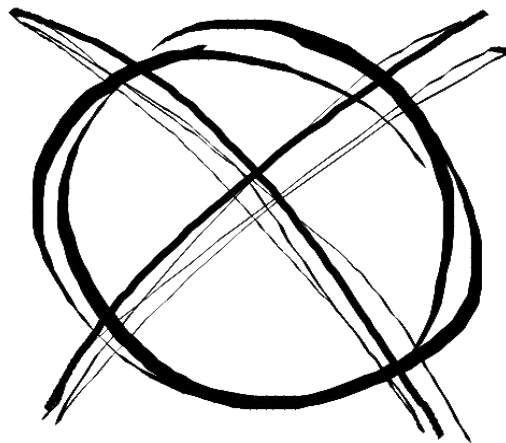
Originally, you could just leave the show whenever you wanted. Not anymore with this drawback. Now, if the show ends up getting cancelled, so are your travels throughout the multiverse. And the show *will* get cancelled if you decide not to do anything. You need to make sure that the show is popular, and that it stays popular.

A Crowded Head (+400)

You have a *really* bad case of multiple personality disorder. Your abilities are distributed between the personalities, so you can't use all of them at your whim. You can't control your personalities either, and at least one of them is evil. There's no mental reset button like in canon, so you're not getting out of this.

Authentic Experience (+600)

Remember all those cool powers you have? Yeah, you can't use those anymore. You can't access your warehouse. It's to keep the competition fair, okay? The only advantages you have now are any perks, items, or companions that you buy in this jump.



SLINDER (+600)

Wait, what's that in the background? It kind of looks like a faceless man in a black suit..... Wait! Oh, it's gone now. Oh well. It's not like it's whatever's responsible for the recent disappearances of everyone related to the show.... right? Still, it would NOT be a good idea to let this thing catch you. I have a bad feeling about it.

Victory!

So you've done your 10 years here? Great for you! Three options now lay out before you.

Stay: You've grown attached to this world and don't want to leave it? Suit yourself.

Go Home: You've had enough drama to last you ten lifetimes. You miss your family on Earth. Maybe it's time you went back to see them?

Continue: Time to move onto the next world! A Jumper's work is never done I suppose