Grown Ups Jump 1.0

by LJGV

This is a story of maturity, the relativity of youth, cultural and generational differences, and above all else… fun! In this relaxing setting a small town, the town of Stanton

Connecticut, is the home of a man known affectionately to some as Coach "Buzzer". This kindly figure is the mentor and supporter of a small gaggle of lads, Lenny Feder, Eric Lamonsoff, Kurt McKenzie, Marcus Higgens, and Rob Hilliard. Depending on your choices, this pack of lads could also include you, but those are default members of Buzzer's team. In 1978 this team of boys won a junior high basketball championship, and this marked the beginning of an upward trajectory which followed for them for the next several decades.

Your time in this setting begins three decades after this momentous victory, with the sudden death of Coach "Buzzer" and the arrival of the group of protagonists for a joint 4th of July celebration/funeral celebration/observance.

Have these. They'll make your time here feel more fun.

1000 Grown Up Points (GP)

Starting Location

You can start anywhere on Earth, though the franchise takes place primarily in Stanton, a town in Connecticut.

Origins & Age & Sex Options:

There are no backgrounds here, and as far as age and sex goes you can select your own. You can devise a background for your jumper based on your perks, and if you have the right perks (whether from here or from some other jump) you can insert as one of the film's characters such as one of the spouses or Lenny or anyone in his cadre of childhood companions.

One minor thing of note: For coming to this jump any companions you import, and you yourself if it's relevant, get human alt-forms for free.

Perks:

These cost 100 points unless otherwise stated. You get ***4 Grown Up Tokens***. These can be redeemed to get any perk or item here or in the item section for free. Anything you buy here can be purchased multiple times, stacking in ways that are largely up to your jumpchan's discretion.

Career Option: Choose any career. You gain 10 years of experience and memories of that career, which by default are built into your in-jump background for this jump, and gain updating credentials for practicing it in future settings. If you opt to be a child during this jump, such as by being one of Lenny's children, you gain the logistical benefits of this perk when your next jump starts but find your ability to do skills related to your career incredibly easy to tap into.

Child At Heart: You have retained the innocence and wonder of youth even as an adult. You are naturally creative, energetic, and can inspire others to be more childish in positive, kind ways. This will not be seen as a negative thing by your peers, be they

adults or children. This also, unsurprisingly, improves your ability to get along with actual children and child-like beings.

It Makes No Sense, Only In Like A Hollywood Movie: You have something powerful; self awareness. If you're fugly, you'll know it. You also have something much handier: you know Lenny Fedder's Three Step Program. If you spot someone attractive, you can walk right to them and make them smile, then tell them they have a nice smile, and finally you can ask them on a date that very night. If you do, they'll say yes (Barring something like them not being attracted to your gender or being in a relationship). From there it's on you to woo them, but they won't hold your looks against you.

Inappropriate Overtures: Somehow your friends are incredibly accepting of your more lewd and salacious behaviors and quirks. This will cause people to accept jokes you make about someone's wife, or their daughter (so long as such stuff isn't illegal), or their relatives with ease. This will also let you know if such individuals would be open to something, though if they need to they'll still try to be subtle about what they say. You can even do things like take shopping for items such as beachwear and people will accept this without question, believing you when you proclaim your innocence. You have supreme ease and luck when it comes to doing little things like casually admiring someone's body.

I'm Kidding I'm Kidding: When you are joking people will know you're joking and even if they don't laugh their feelings won't be hurt. This somewhat improves your comedic timing and creativity as well. You also intuitively know what sort of comments would be seen as "Too far".

Healthy Mischief: Sometimes mischief happens. At times antics occur. Sadly when such things occur people can sometimes get hurt. This perk is designed to mitigate the long-term consequences of such things. So long as you and your friends are just goofing around, you'll never be really hurt when your antics go awry. You can share this effect with your friends with ease. Even scars that are due to injuries sustained during antics and mischief heal with enough time. You are also very good at inciting mischief, and can easily get even people who should resist peer pressure to join you in your antics, at least so long as what you're doing isn't a crime (unless the person in question is already a criminal).

Parenting: You are a skilled parent, able to communicate with your children in ways that are healthy and respectful while also being effective. Children raised by you will learn from you and come to respect you in ways that highlight your best traits. This also somewhat improves your skills when it comes to things like teaching and domestic duties, making you a decent babysitter.

Filling In For Drool-Io Iglesias: When you see someone truly out of sorts doing something, be it their job or running errands, you can step in and do what they need to do for them. You won't get in trouble for doing this so long as it gets done well enough (even if you should, by all accounts), and the person you covered for will be appreciative and try to reward you or pay you back in kind at some point in the future.

Impact: When you do something cool it has an impact on those who see it. If you succeed at something rad people will remember and will talk about it, with bigger and more impactful actions having a bigger impact on people around you. This also slightly improves the impact you have on your friends and others who you are around frequently, making it easier for people to remember you fondly even if you fall out of touch with them over the course of your life.

Accepting: Somehow people are incredibly accepting of your quirks. So long as your actions aren't harmful, involve inappropriate behavior (that's a different perk), or illegal (even if there's only the flimsiest pretext for their legality), people will accept your odd behaviors and quirks with remarkable ease. At most you'll get a question, but it'll be sincere and if you answer it with a sincere answer people will accept what you say. This can also be used to get people to understand any odd relationships, such as dating someone much older, or having multiple partners be openly affectionate with you at the same time.

Just A Little Something I Picked Up Watching: Somehow you have a way of picking up little bits of trivia or even small phrases of whole languages from your hobbies. You can listen to a show in Korean and learn simple expressions from it without the need for subtitles, or watch a Chinese cooking show and figure out what is being said through understanding their body language and seeing what occurs on the whole. You're fantastic at picking up subtle clues and have a great memory for the little things.

Heartfelt Sincerity: When you are sincere it comes through and can wear down cynicism and sarcasm. Somehow you know how to be taken seriously when you do things with sincerity, whether it's connecting with estranged family members or performing a loving song meant to give grieving people peace. This doesn't improve the impact of your actions by itself, but when you put your heart into something the lion's share of people won't mock you for it.

All We Need Is A Poultice (200 GP): You have a healthy understanding of natural medicine, but unlike most practitioners of natural medicine stuff you make actually and reliably works. You can mix herbs and produce legitimate medicine so long as you are trying to make stuff that works. This comes with an updating knowledge of what different fruits and vegetables can do when mixed or mashed into medicine that reflects folkloric ideas of the healing properties of fruits and vegetables. You can teach others how to do this, and when they use your methods the medicine they make will work just as well as yours does.

Protagonist Power (200 GP): You can enter this setting, and future settings, as one of the protagonists. This doesn't necessarily give you any new abilities by itself, but you can get the advantages a protagonist would have by virtue of their circumstances, and as you embrace the role of the protagonist you've become you can easily gain the skills they would gain during the course of a jump. This is strongest when used to become someone who is a protagonist who doesn't have any special powers innately, but rather acquires gear and training over the course of their journey. You gain the full memories of anyone you become, and can don their forms as alt-forms in future jumps,

but you can only activate this perk to become a new protagonist at the beginning of a jump.

Family Bonding (200 GP): Your partner(s) tends to be weirdly accepting of your less than above board acts, if you meaningfully do them in the name of family and quality time. You could do something as intense as canceling an opportunity for yourself or your spouse, twice a jump, and it'll be forgiven if you actually do it in the name of spending time with your family. When you do this, it'll really bring your family together and everyone will enjoy the experience.

Calming Presence (200 GP): Somehow you are an ace when it comes to calming people down. Something about you just soothes people, and you know how to leverage that. This makes you more effective at calming people generally, and people around you tend to relax more easily. Once per person you can instantly snap someone out of a rage, or some other emotional state, instantly, and this can come in handy if someone is outraged at you for a misunderstanding or some other easily fixable circumstance.

She Forgot. You Didn't. (200 GP): You have an eidetic memory and will never, under any circumstances (barring drawbacks), forget special occasions. Your memory is so good you can actually remember OTHER PEOPLE'S special occasions as well. If any partner(s) of yours forgets something and you don't, and you act on it, they'll be especially forgiving for a time (though this doesn't mean you can do something especially egregious, so don't actually try to abuse this).

Hometown Pride (200 GP): Your hometown is really proud of you. Somehow you have a special connection to the place you were raised and you have a healthy reputation in your place of origin that causes people there to really like you, even people you mess with so long as there's no real malice in your actions. Your hometown reliably comes to your defense, once a jump, and you'll always have a home to go back to in your hometown if you need it. If you move to your hometown after leaving it for at least a year or so you'll be celebrated when you come back and you'll quickly find your way to places that are in need of your skills and that are happy to have you.

Once per jump, people from your hometown will find a way to have your back in a dramatic and potentially plot-changing way, though you have no direct control over when this'll happen. It'll always happen in a moment that is crucial to the success of your objectives, such as someone from your hometown bailing you out of jail at a pivotal time or a group of people from your hometown having your back in a big fight.

Festive (200 GP): For the duration of this jump there'll be something about Independence Day for you and your friends and family. Somehow the 4th of July always tends to be an exciting and heartfelt day of family friendly adventures and bonding. Parties and other such events that take place on the 4th of July will always go off in ways that are chaotic, exciting, and serve as localized adventures but ones that don't involve any permanent stakes. During this time everyone is a little less serious, injuries are superficial, and everyone has a fun time. In future jumps you can pick a single holiday and that holiday weekend will serve as a bit of downtime that is exciting in its own way but it won't be dangerous. The main plot of the setting will stall in such a way that you

can afford to have a single goofy adventure, and by the end of it you'll somehow feel replenished and rejuvenated, ready to get back to saving the world (or dooming it, if that's more your speed).

Righting Wrongs (200 GP): You have uncommon luck when it comes to getting wrongs… righted? You are good at helping people correct stuff, especially when it happened in the past. Heck, you're even good at helping people right "Wrongs" that aren't actually wrongs at all, just stuff they've obsessed over for years, helping them find inner peace and moving on from their obsessions.

Items:

You can use **Grown Up Tokens** in this section.

Arrow Roulette: You have a special bow and arrow you can always call upon. If you want to use this as a normal bow and arrow you can, and it'll be just as effective as a regular bow and arrow would be. At will you can summon the arrow, even if it's imbedded in someone or something, and you find your skill with archery improving decently fast when you use this. That said, its primary intended usage is to be the centerpiece of a game known as "Arrow Roulette". This game is simple: you gather all the players and get them into a tight circle, and then you aim your bow and arrow straight up into the sky. You fire your arrow, and you wait for it to come down. The person who wins the game is the one who moves last, or anyone who doesn't move at all. When you play this game the arrows have a tendency to aim for whoever has annoyed you the most. If someone is struck by the arrow they won't suffer lasting harm and they'll only be mildly embarrassed. People won't question why you never seem to be hit by any of your own arrows.

Mr. Gigglesworth: You now own Mr. Gigglesworth, a cute little stuffed monkey that little kids and wild animals positively adore. This toy is a simple, handy thing and giving it to a child or wild animal will calm them down immediately, as well as make them grow fond of it allowing you to use it to more effectively teach them and keep them calm as you do things like go on trips or walk them out of places they aren't meant to be in. If it somehow gets damaged or destroyed the damages are repaired in minutes, which no one questions, and if lost you'll find a new one in your home or in your warehouse in minutes. People won't question this and will accept it as the original Mr. Gigglesworth immediately.

Lake House: This is the same lake house that Coach Buzzer celebrated the boy's 1978 victory in. This is a surprisingly nice home with multiple bedrooms and a master bedroom, and by taking it as an item it gains fiat-backing (becoming slowly self-repairing in ways that do not draw notice) and becomes a property that follows you along your chain. It can stay safely tucked away inside your warehouse, and if it does it will come with a tiny indoor lake, or it can be imported into future jumps, automatically appearing at the edge of a lake close to your starting location (or otherwise closeby when you import it). It can be used as an income item, if you rent it out, and it is legally owned by you. You will never have to pay for its upkeep.

Water Wizz: This water park is now your property and follows you for the rest of your chain. It is staffed by competent locals whenever that would make sense narratively, and by generic NPC followers whenever it wouldn't make sense for locals to be employed by this business. This passively generates a decent income year round but it generates more during the summer and spring than during the winter and fall. You and anyone you want can get in for free, and get to skip the lines at all the rides. There is also a passive… peaceful effect in place here that makes it so that the injuries sustained here are cosmetic at worst, and that passively reduces people's hostility, making bitter rivals able to peaceably interact, and allowing frenemies to become more friend than enemy, though this effect only works in the park. That said, this can serve as a pathway to reconciliation if you yourself know how to know to get people to forgive and move on.

Your Own Business: You are a successful entrepreneur and now own a business that even without much direct input on your part earns enough for you to have a lower-end upper class lifestyle (racking in at around $200,000 a year). You'll be expected to do less than 10 hours of real work a week at whatever position you give yourself, and though the business can expand if you do more work it'll always be stable and profitable so long as you do the bare minimum. You can do the work you need to do remotely, and this business will adapt to be relevant in future jumps.

Ice Cream House & Woodman's Eat in the Rough: Look at you, you little restaurateur! You now own the Ice Cream House, and the Woodsman's Eat in the Rough, a local ice cream shop and a bar respectively. These two restaurants are popular in this jump, and that popularity carries over to future settings though you can keep these establishments in your warehouse if you want and if you do they'll always be ready to serve you and any guests you invite into your space.

Period Piece Costumes: You have a collection of period piece costumes, enough for you and all of your friends. Each jump this collection expands a bit, adding a new set of costumes relevant to the jump to its ever expanding collection. The first period you have costumes for is the 80s. These costumes are not perfect in their accuracy, but they are fun items and when you wear them people are more inclined to think you're a fun-loving individual and take your goofiness more light-heartedly.

Happy Jumper Productions (200 GP): Well jumper, this is an interesting item. You now own a movie production company! This is a fairly successful movie production company that has hundreds of regular employees that specializes in a rather peculiar… sub-genre of comedy movies that tend to star you and your friends and has a curious tendency of pairing you with successful, beautiful and/or handsome stars who play loving romantic interests for you and your friends. Curiously the scripts in these movies invariably take you and your friends to stunning places where you can have fun for hours on end. Somehow when you and your buddies are on-set you gain the bare minimum charisma and acting chops to be at least decent actors and actresses. By default these movies will tend to not be critically acclaimed but they always make money and audiences tend to really like them. You can, if you wish, be more experimental with films produced by your company but success of such brave films will be far more dependent on your own creative skills.

Animal Ally (200 GP): Early on in your stay here you have an encounter with a strange wild animal. It's not something that many people are inclined to think of as particularly dangerous, perhaps it's a decently large moose or a particularly fierce raccoon, but it's a friend worth having. While your initial encounter with it starts off rather unpleasantly, it ends on a nice note. In the future this animal will respond to something you understand how to do intuitively, such as taking out a specific toy or grabbing a specific food out of your pocket, and the animal will always be close by when you need it. It'll act in your defense to the best of its ability, and can even fight foes for you, though at most it'll knock your foes out.

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. This is a perk you can use in future jumps**.**

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Grown Up tokens, equal in value and potency to your own. As a reminder, imported companions that lack a human alt-form gain one as a result of entering this jump.

Drawbacks

All Drawbacks are worth 200 GP unless otherwise stated.

Leave When The Story Finishes [+0 GP]: You can leave when events of the first film, or both films if you wish, draw to a conclusion. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Self-Insert [+0 GP]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 GP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 GP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 GP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

Extended Stay
For each purchase of this your time here is extended 10 years. You can take this up to three times and still get points, and while you can extend your stay further it won't add any more points to your total after the third iteration of this that you take.

Familial Strain
Not everyone is naturally inclined to familial life and it seems that you are one such person. Familial stress is extra stressful for you, and you have slight bad luck when it comes to familial stuff, causing family fights to occur far more often than they should when you're involved. If you are willing to endure more, you can add an additional 100 GP to how much this gives you (Making this worth **300 GP**) it'll make you forgetful enough to forget important dates to your family, like birthdays or anniversaries.

If Anyone Here Would Do That, It'd Be You
People tend to think the worst of you. You can correct these misgivings, and if you have proof or have earned someone's trust enough they'll believe you, but people will tend to act first, and it can be difficult getting someone calm enough to accept your explanation barring patience, luck, or out of context powers.

Demanding Work
Your job is extra demanding, and for some reason when you don't work you feel anxiety and ill at ease. Your work is disruptive enough that it'll be inconvenient for you throughout your stay here, which is unfortunate since a lot of nice moments will be interrupted by your work.

Item Lockout [+300 GP]
You can't bring items from outside the jump into this jump. This also prohibits access to your warehouse.

Power Lockout [+300 GP]
You can't use abilities from outside this jump here.

Realism [+400 GP]

Ah, the mortal foe of these kinds of movies; realism. People will react to your antics appropriately and will react like real people would to the idea that you'd do something selfish, even if your motives are genuinely pure. This will also override perks that should protect you from other consequences for your actions, such as **Healthy Mischief** but it won't override any durability you have. If you want it too, you can make this drawback worth 600 GP instead of 400.

Aggravating In-laws [+400 GP]
At least one relative of your spouse, partner, or even just a close friend of yours will be around at all times. They deeply dislike you and will be determined to cause discord however they can. They will be skilled at whispering in the ears of your friends and any family you have, and can be deceptively skilled at causing rifts to form between you and your friends.

Obsessed Locals [+400 GP]
A family of locals, folks who've never left Stanton in a meaningful way, are obsessed with you. Or rather they are obsessed with something you did. And not in a fun way either, something you did either shortly after entering the setting if you're a newcomer to the friend group or a child, or as a kid if you are one of Lenny's old friends (or Lenny himself) really stuck with someone from here. It affected the course of their life, and now that you're back (or perhaps never left but now that your friends are back) a fire is lit in the person obsessed with you. They are doggedly, almost supernaturally determined to hound you and correct what they perceive as an injustice of some sort. If you do something seemingly permanent to them they'll be back somehow. If you don't address this in a mundane way, you can't deal with them permanently. This person sees themselves as a victim of your actions.

Traumatizing Individual [+400 GP]
Someone from your past is here, and it's not someone who has a pleasant connection to you. This person was a seriously mean bully who bullied the hell out of you, and now that they are back in town, or that you're back in town, it seems that they want to continue that tradition. This person is immune to long-lasting supernatural actions, such as death or perk-induced insanity, though such methods are initially successful in the short term. Each time they bounce back from a supernatural method of temporarily dealing with them they'll come back more resistant to the method in question, and even acts like forcibly taking their souls are unsuccessful. That said, sometimes you don't need supernatural stuff to deal with your problems…

Lockout/Power Removal Double Whammy [+600 GP]
You have no **Out Of Context** items, powers, or access to your warehouse. This even affects companions, if you take this option, causing them to be restricted to a human form and lose access to any out of context abilities and possessions for the duration of this jump.

Decisions

You have three choices …

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-This jump was created using High School Musical's Jump as the template it sprang from. That jump itself was created using the Jumpdoc template created by Negative-Tangerine. The decision to make this Supermarket style was a bit of a surprising decision, and I'm not opposed to revisiting this setting and doing non-supermarket-style jumps for these films, but I also like Supermarket style for these kinds of settings.
-Have a link to the wikipedia pages of this setting, so you can learn more about the films, if you are curious about the plots of the films in the franchise.
-If you're curious as to why I decided to turn this into a jump… Honestly, I designed it mostly to give you a chance to have companions (and you, as a jumper, if it's necessary) acclimate to a modern world as well as give jumpers a place to goof off for a decade after a particularly grueling jump or series of jumps. This can be ENORMOUSLY useful if you have a cohort of non-human companions. Hence why I added the part about the human alt-form. I also just like the… Sandler/Happy Madison verse. The lion's share of the films are fun, simple, turn your brain off films and as far as jumping goes we could use more of that. I'd like to turn more of these movies into jumps.
-If there's interest I might revisit these films and do origin-ed jumps for them. I originally INTENDED to do that, but decided against it to create something fun and brief. This ended up being a bigger jump than I intended, even with that caveat.

Change Log

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