



Trolls World Tour Jump
V1.1
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Trolls 2: World Tour! Arguably the best movie in all of the Trolls films. Where the world is explored and different types of Trolls are shown.
(I love Mt. Rageous as much as the next person, but bestie... come on.)

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a 1d8 to determine where you start, otherwise pay 50 CP to choose your Starting Location.

Popvillage

The Main little village where Pop Trolls live.

Vibe City

A huge UFO flying through the air, hosting a city of Funk Trolls, and their many subgenres.

Symphonyville

A mountainside village with temple-like buildings housing the Classical Music Trolls

Techno Reef

An underwater coral reef where Techno Trolls party everyday.

Rockano City

The Rock City built into a massive Volcano where the Rock Trolls work out of.

Free Pick.

You are free to choose where you choose from the available options.

Age and Body

Roll your new body's age, using a **1d20 + 1d8**, or, simply choose it. Trolls don't rely on binary characteristics, so choose a body that's comfortable for you as well, within Troll capabilities.

Jump Specifics

When do you start, and until when?

Trolls.

Enter the Jump at the start of the main events, and choose to leave a day or so before the letter arrives in Troll Village, or leave at the end of World Tour a day before Bridget and Gristle's wedding, or stay the whole trilogy, until a day after Velvet and Veneer are arrested.

World Tour!

Enter the Jump at the beginning of World Tour, about a day before the letter arrives. You can choose to leave a day before Gristle and Bridget's wedding, or after Velvet and Veneer are arrested.

Trolls: Band Together

Enter the Jump during Bridget and Gristle's wedding, following along on the hunt for Branch's brothers, or don't, it is entirely up to you.

Ancient Troll History

Or, you can choose to enter the Jump long in the past, and witness Pop Trolls stealing the strings, staying and leaving long in the past.

Origins

All options present are free, aside from Hybrid, and can be taken as Drop-In.

Pop Troll

Until this second movie, the only type of Troll thought to exist. Usually, they have skin light shades of almost any colour, even some subgenres have actual glitter as their skin. Hair as wild as their personalities with shades as bright as their skin.

Rock

Wild hair, usually the brighter colours are highlights or some other way paired with dark colours. Dark, corpse-like skin.

Country

Beige skin tones of the centaurs that are Country Trolls.

Classical

Tiny little cherubs with Gemstones in their bellybuttons, with hair like periwigs. Sadly, they seem too conformed to have subgenres, though it could be possible. They are also the only troll that seem capable of flight through the wings on their backs.

Funk

Long bodied Trolls with skin and hair that could match a Pop Troll. Out of all the Trolls, these guys are probably the most diverse, in both style and music genres.

Techno Troll

Similar to mermaids, with fluorescent bodies that even feature pixelated decals on their body, with hair that resembles fiber optic cables.

Subcreature

All of the Troll Tribes have some sort of small creatures that follow them around with a form of sentience as well. The living Flutes the Classical Trolls seem to have, or the grub that stick around the Pop Trolls. You can choose to live as one of these if you truly wish.

Hybrid [50 CP]

Each purchase lets you add another Origin, making you a mix of the types of Troll. Meaning for just this 50, you could be Pop + Funk. For another 50, Pop + Funk + Techno, and so on.

Estranged Subgenres.

There are plenty more types of trolls out there, like Smooth Jazz, or KPop. Hybrids of these and their main genres (if determined) are free.

Perks

All Perks are discounted by 50% for any Origin, unless specifically stated.

Chaetokinesis [Free]

The Trolls's integral ability to grow and control their hair to advanced degrees. Change its colour for camouflage, strength to manipulate things from afar with might far beyond your limbs, it even works as a slight pocket dimension, with bigger hair styles allowing larger items, even multiple trolls if big enough.

Ease of Egg [Free]

The exact method of Troll reproduction is slightly obscure, but with this perk we'll say it's a great bond of intention to form a child. Once mature, you can easily, and seemingly painlessly, produce any offspring in eggs that emit from your hair, and hatch.

Room for All [Free]

There will always be room for you in scenes and events. Whether the room normally wouldn't be big enough for all of you, or you have chosen not to be a Troll, in somewhere like Troll Village, you will always be able to fit in the space, by finding somewhere in the room, or fitting in like a small movie set with room for a puppeteer. Companions, **Imported or not**, get this Perk for Free as well upon entering the Jump.

In future Jumps, this will allow you to fit into spaces where the main events of the Jump are too small for you normally, such as Toy Story, or the likes.

Music Magic [Free/100/200]

The music magic of Trolls is both explored and quite vague. Simply, your ability to sing is a talent amongst the highest, and naturally brings music along with it. You can cause small bursts of energy, or odd effects like a montage music video whilst singing, but otherwise that's all.

For 100 CP, you can boost your magic to the average experienced Troll, with all the abilities Trolls naturally have, like forming the Perfect Family Harmony, or other abilities the likes of.

For another 100 CP you can boost your abilities beyond a Troll's natural capabilities. Form a Perfect Family Harmony on the fly with a found family, no matter how rocky your relationship, or form an "Easy Harmony" with a group of Trolls/people that you get along with.

Capstone Boost: Genre Synergy. Something rare, but when in the presence of someone with another string, you can synergise your genres of music into a different level of song, boosting both your powers above and beyond normal capabilities.

Synergy Symphony [100 CP]

Requires Genre Synergy. When in the presence of other trolls, of other genres, even without their string, you can easily synergise with their music, essentially forming an Easy Harmony that boosts your magical effects tenfold. Works way better with either a mix of subgenres, or all the different genres.

Scrapbook World [100 CP]

You can do a whole ton of wild, nonsensical, whimsical things whenever you feel. These acts cannot be done tactically, or for combat gains or anything like that, but if you're in a musical number you could *literally* jump up and fistbump the sun for effect.

Troll Talent [200 CP]

You are supernaturally brilliant at something. If it's scrapbooking, then like Poppy, you are capable of making a scrapbook card with intricate designs and pulleys, seemingly out of absolutely nothing, in a matter of seconds. These skills stay in future Jumps, and can slowly develop new ones over time. You start with five skills like this, and further purchases give you 2 more, and are only 25cp.

Primitive Advanced Technology [400 CP]

Trolls are seen to have various styles and levels of technology, all seeming to be at the edges of modern-earth's technological capabilities. With this perk, you are a brilliant craftsman in most forms of engineering and development, and can craft brilliant machines out of scraps. This perk essentially makes it so you can build machines that match the tools and resources trolls seem to use, whether it's Funk's robotic city, or Pop Trolls's survivalist sticks and stones.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are flat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Living Flora [Free]

The world of the trolls is bizarre, but one of the major features is the numerous living plants made from felt and fuzz. You have one of these bizarre plants that you have raised from seed. In the future, you can choose this plant to mutate slightly and gain some mundane feature from the Jump, and to change style to match the Jump setting.

Conduit Instrument [100 CP]

An item related to your genre of music, that you can use to channel your music magic. It makes it incredibly easy to channel and direct your magical power through song, and can even boost its effects.

Talent Diffuser [100 CP]

The shoulder pads originally made for Velvet's smoothies, that you can use to steal the talents of other trolls, or make smoothies if you wish. It comes with the two diamond bottles, which, when you defeat or trap a troll, can suck in and shrink a troll down to fit into the bottle like Floyd. This diffuser doesn't need to look like shoulder pads, simply any accessory that sits around the torso with the two bottles, and a button. You can purchase further bottles, with or without additional holsters, for 50cp.

Talent Siphoner [100 CP]

This diffuser can now target a nearby troll, and drain them of their talent from afar, slowly stealing their talent and storing it in the bottles or diffusing it straight into you.

Small Tribe [200 CP]

Sure, why not. If you don't want to live in one of the main settlements, you can choose to have your own, small settlement, like a commune, or barely a village, built off in the area of your genre. This village won't have other trolls living in it just yet, but you can surely find other people who wish to live with you if you want, right?

Capstone Boosted: Starting your own genre, you can instead have a whole town settled and ready for your own genre. This will also come with inhabitants of your genre as well if you wish.

String of Music [400 CP]

One of the six strings of music. It *won't* be a copy, this will be one of the six strings that disappears from the associated tribe of trolls, and comes into your possession. You will be a metaphorical beacon of power to the genre of music that you hold, if you aren't a troll of the music, it will be very unfamiliar to you. Holding this String, and using it as a troll of another genre, could make you a new subgenre over time.

Original Sound [300 CP]

This is a Capstone Booster

You hold one of the strings, yes, but it is a new one. One that has either always been there, or comes into existence when you enter the Jump. It will be the same genre of music as you, so it must be either an unfeatured genre of music vastly different to the major six, or be a very unique subgenre fairly different to its parent. You will be one of the strongest trolls in the world, and the only member of your new genre until you find others that slowly lean towards your new style.

Companions

Companions can purchase more companions.

Companion Import [Free/25-150 CP]

You get a single boarding pass for family and friends for free, however any further are 25 CP. Plus, there's a whole 8 pack for 150 CP. These imported Companions can choose a Troll Origin, though they don't need to be a Troll when choosing these, nor have a Troll Origin for any Perks or Items to work, as they will all be a relative size to them, or simply work accordingly.

Velvet and Veneer [100 CP]

Velvet and Veneer, false pop-idols empowered through the great power of pop trolls! Taking them as companions, they will be offered the choice, and come with you into your warehouse at the end of your Jump. They will suddenly be empowered by the troll-power, without the need of other pop trolls, and they will still have access to their riches from their fame, locked away in a bank account they can access anywhere.

Canon Characters [100/125/150 CP]

Any other canon companions you wish to bring along, will be 100 CP, though a few simple duos can also be 150 CP, such as Poppy and Branch, Tiny Diamond (50 CP by himself) and Guy Diamond, King Gristle Jr. and Bridget, or some others. Satin and Chenille are 125 CP.

Drawbacks

Self-Insert [+0]

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.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

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.

Ancient History [+300 CP]

And you'll experience all of it. You now start from the dawn of Trollkind, and will have to remain in-Jump until the end of the third movie, experiencing the whole of Trollkind's history and lifetimes. I hope you can survive this, because you have no guarantee of staying alive this long. [Dying of old age will be a chain-failure.]

Basic world [+300 CP]

You are locked out of your warehouse for the duration of the Jump.

Free hands [+100 CP]

This now includes your items.

Shutdown [+10/+200 CP]

Cut off one Perk/power that you have, excluding those from this Jump. Cutting off this Perk grants you 10cp. You can only take this 10 times, but on cutting off that 10th power instead grants you a whole of 200cp.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue on to any other Jump, likely a bit different to this craft-world.

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.

Change Log

v0.1

Initial creation

v1.0

Jump Doc is Jumpable and released to the subreddit.

Jumpdoc Template Change Log

v1.0

Initial Template Creation