



High School Musical 2 Jump v1.0 by LJGV/Sin-God

Finally, summer's here! It's our vacation.

Hey there wildcat, it's good to see you again. Welcome back to Albuquerque, New Mexico. This time you're on the verge of embarking on another (potentially) brief adventure with the Wildcats as they tackle the latest challenge threatening to tear them apart: capitalism. Specifically, the challenges that come with balancing summer fun with one's responsibilities as an employee of a country club.

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

Special Note:

This jump is intended to last from June of 2006 until August of 2006. This is enough time to capture the events of High School Musical 2, which lasts the length of the summer of Troy and Gabriella's junior year. If you want a more traditional jump experience, feel free to take one installment of the "Extended Stay" drawback which will make this jump last the traditional decade most of us are used to. Additionally, much of the flavor text assumes you've visited the first High School Musical jump but that is not at all necessary.

Starting Location

One's starting location in this jump is based on their origins.

For non-drop-ins, this jump begins in the halls of East High, with the jumper, any imported companions (assuming they didn't take the drop-in option) and their classmates watching and waiting for a moment most high schoolers love: the commencement of summer break. When school is out for the summer many students will jump for joy, and the school will descend into chaos as students begin one of the many seemingly choreographed dance numbers which occasionally overtook the school during the events of the last semester.

For drop-ins, this jump starts at the Lava Springs Country Club, with you going through your orientation. Orientation is overseen by Mr. Fulton, the club's manager. If you're lucky you may get to meet Mr. And Mrs. Evans, the club's prestigious owners.

Age and Gender

If you select the “Drop-In/Club Staff” origin you can select your age, possibly being a teenager from another high school or a young adult working at the club full time. If you have another origin, you are either 16 or 17, up to you.

By default your gender is whatever you were previously.

It is **50 VP** each to freely choose your own age or gender.

Origins

Drop-In/Club Staff

You are dropped in this new universe with no background , memories, or documentation. This particular origin does come with one unusual boon, special to this jump only though; you get to work at the Lava Springs Country Club! How exciting. This origin could be used with a protagonist usurper to allow someone to take the place of Mr. Fulton, if they wished.

Junior Staff

Oh hey wildcat! It’s good to see you. Now get into your uniform and clock in! This origin refers to the students from East High who get jobs working at Lava Springs. For anyone who wants to become one of the characters, this origin covers the majority of the students, with the exceptions of the Evans siblings, Ryan and Sharpay.

Heirs

Oh hey, you must be a cousin or even long lost sibling of the Evans’! Welcome to your club! It must be so nice to come from such wealth.

Perks

Origins get their 100VP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Summer Body [Free]

You are swimsuit ready. You possess a physique that is stunning to look at, and will always be picturesque. This does not grant you peak physique or anything like that, instead it simply makes sure that you look good.

A Star (Of The Disney Variety) [Free]

You can carry a tune and do a little dance well enough to be at least a supporting character in a mid-2000s Disney movie or show. With just this you aren't going to take the musical world by storm, but you're good enough to be able to sing and dance at a professional level and could easily get a job as entertainment at a hotel, cruise, or entertainment venue as well as work as a backup singer for even world-class acts.

Streamlined Life [100 VP]

Somehow, minor inconveniences and logistical things just tend to work out for you. If you get a job offer in a distant city, moving will be a breeze, if you need to call out of work for some reason, there'll be someone who will take your shift. In this jump this most keenly manifests by making sure you can always get to and from work, most often by ensuring one of your parents or possibly a roommate if you're a drop-in is always ready to give you a ride or pick you up. With this, things like getting a job are only opportunities, and the problems that arise in life will be more significant than

That Girl Looks A Lot Like Hannah Montana... [100 VP]

In much the same way as Miley Cyrus appears at the end of the film, you'll often find people who look like celebrities appearing in your day-to-day life. You might come across someone who looks like Ryan Reynolds at Starbucks or come across someone who is like a body double of Kristen Stewart at the library. It's a funny thing, and what's really funny is that while you see the resemblances and the people who are affected by this perk see the resemblances, others usually don't.

Upward Mobility [200 VP]

Early on in a jump, there'll be a special event wherein some scouts, of some sort, where you'll have a chance to move upwards. For Troy in HSM2, it is when Sharpay brings former college athletes who work for universities to the country club to meet him as a way of getting him to spend time with her. For you, if you're a drop-in, this could be Mr. Fulton noticing you and giving you a chance in a new position, or it could be a college admissions director being one of the guests you serve as a junior staff member. In future jumps this could be a chance encounter with a prince or you happening across a pitched battlefield and a downed warrior with a great destiny.

Finally Summer's Here [400 VP]

This is a summer movie. A big part of it is the summer aesthetic, the backdrop of summer vacation. You can take a part of the magic of summer with you by taking this perk. You become more active in the summer sun, you tan more easily (but only to the

degree that accentuates your good looks), you excel at all sorts of summer activities like using a grill and swimming. Summer vacations are also a good two weeks longer for you, and no matter what job you perform you will always get something akin to a summer break, even if it just lasts two weeks instead of two months.

Drop-In/Club Staff

Young Professional [100 VP]

Choose a skillset someone might be expected to have in the hospitality field. This could be things like being a wonderful receptionist, cooking skills or being a lifeguard. You have gained one hundred hours in that profession, and your training speed as it relates to that job and all related jobs is doubled.

Remarkable Patience [200 VP]

Dealing with customers can be taxing in the best of circumstances. Dealing with customers who also happen to be Disney characters... Well, that's what this is for. This perk gives you a remarkable boost to your patience that allows you to deal with even the likes of Mr. and Ms. Evans with sagacity and calmness.

Shift Timeskip [400 VP]

A valuable ability, this lets you skip through your shifts at work so long as you aren't doing anything more complex than cooking or playing music, and during these time skips your body will be on autopilot. Your auto-piloted body will be doing what you do as proficiently as you would do if you were truly present. This lets you do valuable work such as earning your income but doesn't force you to experience the drudgery of the most menial parts of daily life. If anything important happens during a specific shift you will become aware and regain control of yourself prior to the event happening and will be fully present when it happens, allowing you to do anything that needs doing. This can be trained to help you skip past other boring, menial things with time, but probably not in the time you'll be here by default.

Assistant Manager [600 VP]

By taking this perk you are more naturally able to proceed up corporate and organizational ladders and can start off in a higher position at any jobs than you would otherwise. This also grants you some of the skills that employers look for in up-and-comers meaning you're far more likely to find work when you look for it.

Junior Staff

Improv Musical [100 VP]

You have a curious talent. You are very, very good at using your surroundings to make music. You can make wonderful-sounding songs using pipes, pots, pans, or even things as solid as cars and furniture.

Team Spirit [200 VP]

You are skilled at figuring out team dynamics. You can study a group of people and determine which people occupy which social roles. You are also skilled at sliding into whatever role in a group you desire to be. If you want you could totally turn this thing around, so long as you've got your time and you pump them up to work it out.

Special Position [400 VP]

Your bosses, provided they are not seeking to betray you, are gifted with a curious talent. They have a keen eye for you specifically and will always place you in positions that are in line with your talents. You yourself will invariably rise to the positions you deserve. If you're a chef, you will work with food, if you're a dancer you'll be an activity coordinator, if you're a musician you'll be an entertainer.

I Don't Dance [600 VP]

I mean... I bet you can. It turns out that you are remarkable at fusing things that may not always seem connected. You can pick two different things, one you're passionate about and one that you aren't, and tie them together. The better you are at one, the better you are at the other. If you fuse athleticism and painting, the better you are at painting the better you are at being an athlete, and the better an athlete you are the better you are at painting. If these things are connected, like say playing sports and dancing, then you also experience a learning boost that improves how fast you improve at both skills.

Heirs

Memorable Lines [100 VP]

Villains get the best lines. Somehow you have an impeccable sense for dialogue that will leave an impression on those around you.

Sense of Style [200 VP]

You know exactly how to dress to leave a heck of an impression on someone. You can decide, at the start of each day, what sort of impression you want to leave on those around you and you know exactly how to do all of the stylistic things you need to do to leave that impression.

Antagonist Attitude [400 VP]

People are really permissive when it comes to you. How strong this is depends on their relation to you, strangers won't let you walk all over them but people who work for you (or a relative) will be likely to even endure mild or humiliating threats. This is especially powerful if you are intimidating, charismatic, or both.

Musical Redemption [600 VP]

Sometimes a musical number is all people need to forgive you. So long as you have not done something unforgivable, if you perform a well-choreographed musical number you can begin the path to redemption. How effective this is depends on a few factors such as your sincerity, the talent exhibited by the musical number, how many people saw the musical number, etc. This can also be used to break the ice with people and to make it easier to befriend folks.

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 fiat-backed.

All origins get their 100VP 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]

A Convenient Phone Call [Free]

When it is the most handy you'll get a phone call that results in you getting a handy job offer. This job will not pay a lot, but it'll be enough for your needs and, if you play your cards right it'll be just the start of your career.

Drop-In/Club Staff

Uniform [100 VP]

You have an unlimited number of uniforms that'll always be perfectly pressed and make you look professional. You can change into these uniforms in just a few seconds if you can get out of view of anyone else, such as by stepping into a small closet or behind a large object.

A Ready Replacement [200 VP]

One of your coworkers is a ready friend who'll always be able to cover you if necessary. This works once a week, and can work even when your friend is scheduled to work, as part of its fiat backing. People will just overlook how weird that is, chalking it up to the power of your friendship.

Priority Scheduling [400 VP]

Somehow you're in the good graces of your bosses and they tend to consider your needs and life when it comes to scheduling you for shifts. This "item" manifests as a powerful tendency to get the best possible hours for any job you work, with "best possible hours" being pretty flexible and context-sensitive.

You Know A Guy [600 VP]

In each jump you go to you'll quickly meet someone in a position of power in some way. This individual could be an employer, a leader, or even just a rich relative. This person will be inclined to do one somewhat significant favor for you per jump.

Junior Staff

A Romantic Spot [100 VP]

Early on in your time at Lava Springs, you find a beautiful spot. This pristine, picturesque location is romantic and beautiful no matter the time of day. This place boosts your luck when it comes to romantic endeavors. In future jumps you'll find an appropriately romantic place near pivotal locations with ease.

Improvised Instruments [200 VP]

You have a stunning propensity for finding well-crafted objects that can serve as improvised instruments. They stand out to you when you look around, and something about them improves the quality of the music you make with them.

Sports Gear [400 VP]

Like the most iconic wildcat you have a special gift when it comes to sports. You're not as good at sports as Troy, but you are, potentially, a great equipment manager. You have a stunning variety of sports gear, and when people use gear you own their skills are improved.

Piano & Sheet Music [600 VP]

You own a handsome piano that sounds great, and sheet music that has a pair of unusual abilities. The first ability relates to other people. People can read the music written on this sheet music as though they are musical students, even if they normally have no idea what the symbols on sheet music represent. Additionally when you are trying to write music on these sheets you automatically know how to translate the music in your head to the appropriate musical notes!

Heirs

Out With Old, In With The New [100 VP]

At the start of a jump, you get a wardrobe filled with outfits appropriate to the setting. There will be enough clothes here to last you the entire duration of your stay, and they will never go out of style.

Imported From Spain [200 VP]

This “Item” grants you significant influence over any family businesses you are a part of or are poised to inherit. This is especially true as it relates to hiring practices. You can actually pressure your family and the people who work for them to hire lifeguards from Spain, if that’s what you want, or you could have them hire all of the young men in the U.S. Olympic Swim Team, though doing something that drastic would expend all of the leverage over your family’s hiring practices this item gives you and after that you’d have to rely on your own charisma to influence hiring practices further. How much influence you have and how much influence any given move would cost you is known to you at all times, as is the fact that the influence you have can increase over time and can recharge when not being used. Getting a single specific person hired, so long as they’d agree to work for your family themselves, will probably use next to no influence unless there’s a reason your family would hate the person, and even then this can do it though that might burn a healthy amount of influence in one go.

Connections [400 VP]

Just like your parents, you have connections all your own. By taking this item you are guaranteed to start off jumps with a laundry list of contacts who like you and who are positioned throughout whatever society you are entering. Many will be prominently positioned professionals who are open to doing you even a somewhat significant favor, such as hiring someone as an intern or interviewing someone, including you, for a college scholarship.

Lava Springs [600 VP]

It makes sense, I guess, that you’d be taking the club itself with you. In-jump this allows you to serve as “The Board” even as a youth, and post-jump this just GIVES you a copy of Lava Springs, complete with followers who staff it and are guaranteed to net you a tidy profit. You can take a copy of Mr. Fulton with you to serve as the club’s manager.

Companions

Companions can purchase more companions.

Companion Import [50-200]

With this you can import a single companion into any origin for 50VP each or eight for 200VP. They get 600 VP and can benefit from discounts based on their origins like you can.

Canon Companion [50 VP]

You want a singing wildcat to jump for joy with you? A frustrated manager to leap to other worlds? A scheming heiress to skip her way to power? This is how you can bring them on your journey! If you persuade them to join you, and you spend these points, they can accompany you as companions!

Scenarios

Summer Romance

This one is for protecting the canon plot. In it your goal is to make sure that the plot proceeds as smoothly as possible, starting off with making sure that the crew get jobs at Lava Springs, all the way through ensuring that Troy performs with his friends at the Lava Springs talent show.

Reward

For succeeding in this task you get the **Canon Sense** perk, which allows you to get a feel for canon plotlines and events as well as sensing when something is going to knock a plot off of its intended direction. This is very good at allowing you to protect canon plots and also, with some creativity, knowing ways to minorly modify things to change events of a storyline without disrupting the canon.

A Time For Change

This is the anti-canon scenario. With this your goal is to subtly help Sharpay and get Troy to perform at the talent show with her instead of with his friends. Please note it has to be Troy doing it of his own volition for this to count, not someone controlling him or someone impersonating him, but the Troy Bolton singing alongside the Sharpay Evans.

Reward

Plot Disrupted, a perk that lets you sense how strongly you're veering something off course. This perk also applies to things other than canon plotlines and storybeats, but can allow you to see how your actions and presence disrupt plots held by characters and conspiracies.

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.

Another Universe [+0]

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]

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]

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 [+100]

For each purchase of this your time here is extended 10 years. The first purchase of this makes this jump last the default length of normal jumps.

Three Strike System [+100]

You are subjected to the three strike system Mr. Fulton uses to track employee performance. If you get three strikes you'll be fired. If you work anywhere else for the duration of this jump and you take this drawback this system will follow you even if it wouldn't make sense. If you are an heir, then this is something your parents are using to keep an eye on you and if you get three strikes you are subjected to parental discipline that you are forced to respect or at least obey.

No Canoodling [+100]

For some reason Disney took the basic idea of "No PDA in the workplace" and really applied it to the romantic lives of Troy & Gabriella. While they didn't completely stop the sparks from flying in the movie, they made it a lot harder for the teen lovebirds to enjoy their summer vacation as young couples should, even in family-friendly and child-appropriate ways. Now reality will conspire against any romantic escapades you have to the same degree. Sorry. Again, this won't make them IMPOSSIBLE, but it'll make

them a LOT harder than they should be, and oftentimes you might get in trouble for trying to steal a kiss.

Voiced Over [+100]

For some reason when you sing it is not your voice that comes out of your mouth. Your talking voice is unaffected, but when you sing you hear someone else's singing coming out. This greatly weakens the effects of your songs when you sing, but does not weaken them if they are performed instrumentally. If you want to earn another 100 VP then you have this affect your instruments as well.

In The Chorus [+100]

Ah, the participation trophy of auditioning to be in a musical. Ouch. With this you are in the chorus AND you will be in rehearsals, come hell or high water. Curiously, outside of a talent show or audience setting when you sing all of your musical perks work just fine, but the second you step foot on a stage of some sort it all seeps out of you.

Commentary Bait [+200]

Oh no, this movie has attracted the YouTube commentary channels! For some reason you can hear a thousand voices subtly whispering commentary as you go about your day. This can be distracting and unnerving, especially since these figures are not aware of your plot-breaking nature and are affected by your perks in much the same way as other people are, but they cannot affect you directly. Nothing you do will stop them from commenting on the scenes playing out in front of you, and your own actions, as though you were the protagonist here.

A Disney Voice [+200]

You only have access to music perks from this jump for the duration of this jump. Even if you were a divinity of music, this would reduce you to your body mod and this jump's perks as far as music goes.

Nefarious Teens [+200]

This drawback makes the plots and schemes of Sharpay hit a lot closer to home. Somehow she'll sense any weaknesses you, Troy, Gabriella, or anyone else she's targeting has, and she'll cleverly incorporate that into her plots. If she is befriended by you, or convinced to become a companion, a new bully will arise, perhaps a cousin she doesn't like or someone modeled after an ex of yours. Either way this'll affect you for the duration of your jump.

Real World Responsibility [+200/+400 If you're a Drop-In]

This sucks a lot of the joy out of summer vacation... With this circumstances conspire to make each dollar you earn vital, forcing you to pay for things like gas, food, and even a bill or two (if you're a student). If you're a drop-in you need to be able to pay your rent every month or else you jump-fail. By default that won't cause a chain-fail though, at least for this jump.

Can't Sing [+400]

Ooof. This drawback stings and it supercedes all other perks and drawbacks. For the duration of this, thankfully short (by default at least), jump you cannot sing or perform

in a musical context at all. No matter the exact context, be it you as a singer, dancer, or instrumentalist, you just can't perform.

Harsh Bosses [+400]

This makes your bosses feel much harsher than they would. This is a Disney setting, bosses and most adults are supposed to be mostly incompetent, but your bosses be they Mr. Fulton or anyone else will be strict, so much so that they'll be stricter than is reasonable for a boss dealing with student-age employees. It won't be a lot of fun.

No Skips [+400]

Any timeskip perks you have cease to function for this jump. You're in this for the long haul. No zipping past work for you young jumper! You'll be in your work era and you'll probably not like it.

Lockdown [+600]

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

Decisions

You have three choices ...

Go to the next Jump

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

Stay

Stay and enjoy your current life. Take an additional 500 VP for making this setting your forever home. Summer never ends! Drawbacks stop working as well.

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 & Change Log

- This jump was published on August 22nd, 2024
- Future updates are possible though not especially likely
- Big thanks to Negative-Tangerine for the helpful template