



*Cruisin' on down Main Street, You're relaxed and feelin' good  
Next thing that you know you're seein', Octopus in the neighborhood!*

*Surfin' on a sound wave, Swingin' through the stars*

*Take a left at your intestine, Take your second right past Mars.*

*On THE MAGIC SCHOOL BUS*

*Navigate a nostril, Climb on THE MAGIC SCHOOL BUS*

*Spank a plankton, too, On OUR MAGIC SCHOOL BUS*

*Raft a river of lava, On THE MAGIC SCHOOL BUS*

*Such a fine thing to do!*

*So strap your bones right to the seat, Come on in and don't be shy —*

*Just to make your day complete, You might get baked into a pie*

*On THE MAGIC SCHOOL BUS...*

*Step inside — it's a wilder ride!, Come on — ride on THE MAGIC SCHOOL BUS!*

Climb aboard the Magic School Bus! You'll be travelling to Walkerville Elementary. Will you be a student like those in Ms. Frizzle's fifth-grade class? Or maybe you'll be stepping behind the desk and giving a whirl at being a teacher like 'The Friz' yourself? Maybe you'll be a long-suffering class pet like Liz, or you could just drop in as an oblivious bystander. Regardless, you'll have 1000 CP to spend, and you'll start your Jump standing on the sidewalk outside of Walkerville Elementary.

**Jump Duration:** If you so choose, this Jump can be limited to just a single year (covering the events of the original series). If you choose to stay for a full 10 years, you can also choose whether the events of the sequel series are canon or not.

## SECTION 2: Origins

Don't worry about cost, you can pick any of the origins that you would like, free of charge.



**Teacher** - You are a teacher at Walkerville, a peer to Ms. Frizzle herself. You can choose your gender and race and your age is  $20+2d6$ . It will be your job to spend the next ten years guiding young inquisitive minds into learning about the world, with your own personal flair. You could be a co-teacher to Ms. Frizzle and her class, or you could have your own group of inquisitive minds to guide and teach.

**Mascot** - You are a class mascot. The default is a lizard, but you can pick a different species if you want: dog, cat, hamster, bird, fish, rabbit, rat, spider, or some other animal that would make sense in a classroom setting. You'll just happen to live long enough to make it to the end of the Jump (provided of course, that you survive all the adventures). You can share this position with Liz, or you can be a mascot for another class in the school.



**Student** - You are a student. You can choose to be part of Ms. Frizzle's original class, or you could be a member of a different class in the building. Either way, your class is all ten to eleven years old (you can pick which age you are).

**Bystander (Drop-In)** - You are just some random guy or gal on the street. You show up near the school, with an apartment in your name out in the city, and the necessary documentation to prove you exist. Want to get a job in the school, or just wander off and live your life for 10 years? It's up to you. You can pick your age.



## SECTION 3: Perks

All Perks are discounted to half price, except for the 100 CP perks, which are free.

### Perks for Teacher

**Excellent Observation (100 CP)** - You love to teach, and you have the ability to instill a similar joy for learning in those around you. You have a basic knowledge on the sort of subjects taught in the average American school, and a knack for coordinating your outfit to match what you are teaching. You can also cause illustrations to become very simply animated.

**As I Always Say... (200 CP)** - You certainly have a gift for gab. You seem to have a quip for every situation, and know just what to say to lift someone's spirits, encourage them to try new things, and lead them to making realizations on their own. With plenty of puns along the way.

**Take Chances, Make Mistakes, Get Messy (400 CP)** - Your teaching style may result in messy situations, but you always seem to know just what to do to get out of them, and always seem to manage them in the nick of time. This ensures that you will always be able to identify a solution to a problem you are faced with, though you will have to work for it. Doesn't guarantee you the capability or know-how to take advantage of the solution, only that there will be one. Being prepared is on your shoulders.

### Perks for Mascot

**Getting the Point Across (100 CP)** - You can't speak, but you can get your general point across, at least when you can get people to pay attention to you. This skill lets your cross almost any language barrier using body language and nonverbal cues.

**Hit it, Liz! (200 CP)** - You are the perfect assistant, able to glean complex assignments from the simplest orders. Also grants an advanced sense of timing, to help you with acting at precisely the right moment.

**Smarter Than Your Average Lizard! (400 CP)** - Is there something that your species of the moment shouldn't be able to do? Well, you can. Species-specific limitations are no match for you! You would still need wings to fly, or gills to breathe underwater, but if you can physically accomplish a task, your species won't be a blockade towards you doing so. Outside of this jump, this extends to species-specific enchantments, species-specific genetic locks, species-specific jobs, and other such species-specific restrictions.

## Perks for Student

**Is It Just Me... (100 CP)** - You're pretty observant. Whenever trouble is brewing, or something is just not right, you'll be the first to know, and also the first to share it with the class. You'll find your attention is automatically drawn to anything that is out of place or out of the ordinary.

**At My Old School (200 CP)** - Ah, nostalgia. You cling to your roots, even as you are moving on to new places. You have a perfect memory, and a strong central identity. You will always be able to remember who you are and you have power to resist changes or influences that would alter your identity. You can still choose to move beyond what you were, of course.

**According To My Research (400 CP)** - You always seem to have the crucial fact or piece of information that you need. Whether through a bit of last minute research, a half-remembered lecture from years ago, or the answer 'just coming to you', you'll be able to grab that essential fact that you need to complete whatever problem you are working on.

## Perks for Bystander

**An Old Friend (100 CP)** - You know the Friz. Whether you went to school together, were taught by her, got rescued from a runaway dinosaur by her, or something even stranger, events in your past have helped you form a friendly connection with her. In future Jumps, you will find that you have had friendly history with other central characters to whatever story you find yourself in, regardless of the background that you took.

**Wide World To Explore (200 CP)** - It's a wide world out there, and you aren't tied down to a single school. Anytime a setting would place restrictions on where you can go, you can walk right past them. After all, you're just a character in the background. Note: This only applies to restrictions that are innate to the setting. Fiat-backed Drawbacks will still win over this perk.

**Is This The Magic School Bus? (400 CP)** - Notice something out of place? Something that just doesn't seem right? Pick up a phone and ask "Is This The Magic School Bus?". A Producer will come on the line with an answer to your question. The answer will be coached in simple terms that a kid could understand, but it can help to provide a basic understanding of what you need to know. Comes with a free phone installed in your Warehouse.

## SECTION 4: Items

100 CP Items are free to the given Origin, and 300 CP Items discount to 100 CP for their Origin.

### Items for Teacher

**Frizzle's Fashion Collection (100 CP)** - A closet full of dresses (or suits) for a fashionable teacher that wants to coordinate their wardrobe with their lessons. These clothes are guaranteed to fit you perfectly, and can have virtually any design imaginable printed on them, to best fit your lesson plans. New outfits will appear as needed.

**Portashrinker (300 CP)** - A nifty device that can shrink or grow whatever it is targeted at, and also comes with a shapeshifting feature, which can allow the target to take on the shape of an animal. Can be somewhat fragile, so handle it with care.

### Items for Mascot

**Petcare Supplies (100 CP)** - Scale polish is important! This bag contains all the supplies you'd need to take care of an animal of a chosen species, including supplies to help increase their longevity. After this jump, you can change the targeted species at the start of each new Jump. This bag will replenish once per month, or when all the supplies have been used up.

**Handy Bag (300 CP)** - A handy little animal-sized backpack that always seems to have the exact tool you would need in a crisis. Also comes with an ever-changing set of costumes, tailored to your animal-sized body, which will fit in with whatever the situation is.

### Items for Student

**Bag Of School Supplies (100 CP)** - A bag filled to the brim with all the school supplies you'd need for a year at school. Includes notebooks, pencils, craft supplies, a canteen, an ever-refilling lunchbox, a cord of rope, and more. After all, this isn't exactly an ordinary class you're joining, now is it? This bag refills once per year, or when all the supplies are used up, whichever comes first.

**Laptop (300 CP)** - A handy laptop with an internet connection, and a very robust search engine. Contains a lot of storage memory, and it will get a signal, even when you are in the age of the dinosaurs or soaring around past Mars.

### Items for Bystander

**Charge Card (100 CP)** - A card with a \$5000 dollar spending limit, which gets mysteriously paid off at the beginning of each month.

**Sweet Ride (300 CP)** - It's no Magic School Bus, but this slick car can still get you where you need to go. Not only does it not take gas, but when you are driving to get somewhere, time will seem to "skip" by, almost like there was some sort of wipe sequence, leading to you arriving at your destination.

## SECTION 5: Companions

**Hop On The Bus! (100/300 CP)** - You can bring your Companions along for the ride. It costs 100 CP to import a pair of Companions, and 300 CP as a bulk amount to bring a full party of eight. They will each have 500 CP to spend. If you have 'spaces' left over from this purchase, you can use them to invite someone from this Jump along with you, except for those noted below.

**Ms Frizzle (100 CP)** - Valerie Frizzle has lived an exciting life, educating young minds. If you can convince her to retire and join you, she'll prove to be a knowledgeable, energetic, and eager companion. Can't join if replaced by the Played By toggle.

**Liz (100 CP)** - A very loyal lizard, with a surprising breadth of skills. Make sure not to ignore her. Can't join if replaced by the Played By toggle.

**The Magic School Bus (300 CP)** - The reason you came to this jump. The Bus is magic, no two ways about it. Capable of altering size and shape in numerous fantastical ways, there is one major drawback to the Bus's power: It has to be used for learning. The lesson can be large or small, but someone has to be learning something whenever you are taking the bus out for a spin, or else it will start breaking down. Also keep in mind that the Bus does have a mind of its own, and is, at its heart, a school bus, so it will push back against uses that it doesn't agree with.

## SECTION 6: Drawbacks

There is no limit to the number of Drawback Points that can be earned, but each Drawback can only be taken by a Jumper with a specific origin. Having a Companion with the right origin doesn't qualify, it must be you.

**Played By (+0 CP)** - *All Origins*. Maybe you want to step into the shoes of one of the original cast? By selecting this toggle, you and your imported Companions can take the place of Miss Frizzle, Liz, and any of her original class. You must have a matching origin (so you must be a Teacher to take Miss Frizzle's place, for example), and only one person can take the place of another (so you and a Companion can't both replace Liz, for example).

**Seatbelts Everyone! (+100 CP)** - *All Origins*. You are in for a bumpy ride. All of the bumpy rides. All forms of vehicular travel leave you feeling sick, and the Magic School Bus is the worst offender of them all.

**Janet (+200 CP)** - *All Origins*. There is someone who you know who is a total "Janet". Rude, annoying, abrasive, they can be a student in a class that you are teaching, the parent of one of your students who is trying to get you fired, a rival animal mascot that is constantly showing you up, or someone else entirely. The only constant is that you will find them completely aggravating, that no matter what you do they will always seem to come out looking better than you by comparison, and that you will be guaranteed to be dealing with them for the entire time you're here.

**Missing The Magic (+300 CP)** - *All Origins*. There is no magic in this setting, or out-of-Jump powers. Just a perfectly normal school with an oddly energetic teacher and a long-lived lizard. No magic field-trips or zany adventures. Removes the Magic School Bus as a potential companion.

**Not Again (+100 CP)** - *Student Only*. If someone has to be left behind on a trip, it always seems to be you. What's more, you're the one who will have to come up with excuses to cover up for the other students and teacher being missing.

**Oh No, I'm Late (+200 CP)** - *Student Only*. You are perpetually tardy. Whether it is completing an assignment, getting to school on time, or jumping on the bus to escape from danger, you are perpetually one step behind, with no sense of time management.

**Blank Slate (+300 CP)** - *Student Only*. You don't know the material. Although you are still aware of your status as a Jumper, your personal knowledge base and general mentality has been reduced to that of a kid just starting fifth grade, and not a particularly precocious one. Affects any companions that took the Student Origins as well, when taken.



**Seeing Green (+100 CP)** - *Mascot Only*. You never seem to get recognition for the hard work that you do, and it makes you just a bit jealous. Ok, a lot jealous. You'll struggle with jealousy problems throughout the Jump.

**Break It Down Bus (+200 CP)** - *Mascot Only*. Whenever you get told to take the wheel, it always seems like something is going wrong with the bus. You better figure out how to repair it quickly, or the class could end up in hot water. Even if you aren't in Miss Frizzle's class, people keep putting you in charge, and things keep seeming to go wrong.

**The Long Journey Home (+300 CP)** - *Mascot Only*. When it is time to head home from a field trip, you get left behind depressingly often, and will have to either find your own way back, or manage to survive in whatever environment you are left in until the class remembers you and returns. It may be a few days, hope your oxygen tank can last.

**Missing That Frizzy Touch (+100 CP)** - *Teacher Only*. Try as you might, you just can't seem to perfectly emulate Ms. Frizzle's style. You'll trip when spinning into the classroom, fumble over your words, and always seem to hit the wrong button when driving the bus.

**Kids These Days (+200 CP)** - *Teacher Only*. Your students just aren't interested in learning. Even the most magical field trips will barely spark any enthusiasm from your class. Good luck surviving teaching ten years of dead-eyed children while maintaining any enthusiasm yourself.

**Lived An Interesting Life (+300 CP)** - *Teacher Only*. Valerie Frizzle lived an interesting life, and now so have you. Worse, now some parts of it are coming back to haunt you. Whether a rogue government agency hoping to reclaim the Bus, assassins from your days as a spy, an ancient wizard with a grudge against your family, or even something more bizarre, you will face increased dangers against yourself, and worse, against your students. You must keep them safe and maintain your job as a teacher, while surviving whatever oddities your past may dredge up.

**Just An Ordinary Bus (+100 CP)** - *Bystander Only*. The bus in the parking lot looks just like an ordinary bus. In fact, everything around you looks perfectly ordinary, and no matter what you do, you'll never catch sight of strange or supernatural happenings during your entire stay here. Yes, this can be paired up with Missing The Magic for a few extra points.

**Mr. Creeper (+200 CP)** - *Bystander Only*. There is no nice way to say this but... you're a creep. You come across as incredibly creepy to everyone you meet, and are liable to get arrested if you even go within line-of-sight of a school.

**Mystery Caller (+300 CP)** - *Bystander Only*. Who are you again? You can't quite remember. Really, you can't remember much of anything, your entire life before showing up standing outside of the school being a complete blank. It may be possible for you to regain your memories somehow, but it would likely take a lot of time and effort to do so, and maybe a certain magical bus entering your temporal lobe to try and help sort out the problem.

## SECTION 7: Ending the Jump

Your jump ends successfully if you manage to make it through the entire duration without dying. In addition, if you took the Teacher Origin, you must still be a Teacher at the end of the ten years. If you were fired or stopped teaching, that counts as a Jump Failure. If you took the Student Origin, you can't have dropped out, otherwise, you fail.

As always, once you end the Jump, you have the option to Go Home, Stay Here, or Move On. As a side note, if you do choose to Stay Here, you have the option of switching back to your birth species if you took the Mascot Origin.

### CHANGELOG

Version 1.0 - Released

Version 2.0 - Removed the requirement to replace Miss Frizzle / Liz if you took the Teacher or Mascot origins, and switched that to a toggle instead. Edited language throughout the document to reflect this. Altered Item Discounts and Companion options to remove 50 CP amounts.