Generic Teacher Jump

A Jumpchain compliant CYOA created by Sectonia



Welcome to Earth! Oh? You've been here before? Well, it's time to return back to a place I'm sure you know very well.
School.
Aha. I saw that look of fleeting horror pass over your face. But don't fear! You're not a student this time. No, this time, you're a teacher.

The only way to lose this jump, outside of dying (which you would have to be very unlucky to do here), is losing your job. Whether by resignation, or getting fired, if you lose your job, you can't teach, and will therefore lose.

But don't worry! I'm sure you'll be fine. And if you're worried about teaching, then have some things to help you out.

Take 1000CP (Class Points)

Who are you?

Roll 3d8 + 20 for age. Your gender remains the same as the previous jump. Alternatively, pay 50CP to decide these things for yourself. (Age must be over 20) You take on your base body mod form to start, although you have an hour before you're meant to check in to register as a teacher, so if you have alternative humanoid appearances you wish to take, feel free.

Where are you?

Well you're in a typically generic mixed gender public school of a certain culture. This can either be in the country of your upbringing, or you can roll 1d195 and find a random one alphabetically. (Good luck.)

What are you?

There are many types of teachers, but we've tried to narrow them down to just three categories. These backgrounds are free.

Primary
You teach children of the ages 3-8. This is a hard task, you will be teaching them the foundations of how they will live from now on: how to read, write, do basic maths, and be generally decent people. This job requires you be almost a parent to these children, you do as much caring as you do teaching. You teach them all of their subjects, including stuff that wouldn't really be called work.

Middle
You're in charge of teaching students aged 8-13. This is where they start to become less cute and cuddly, and develop a horrible thing called attitude. You are a form teacher. You need to know a fair amount of stuff over a variety of subjects, but also be a kind and caring person. And have to be able to deal with over excited children. Just to warn you, you will have to give them THE TALK around the age of 11. Yeah, they think they know it all already, but you've still gotta teach it. You'll still probably be teaching many subjects, but might specialise in one.

Senior
You teach children of ages 13-18. Well, children might not be the right word entirely. They're growing into fine young men and women… and this stage is all part of the growing. Even if it looks like things are going terribly wrong. You teach a specific subject, and while your teaching is all that's needed, with interaction and kindness being less important, they'll also have their most important exams in these years. So I hope you're good at your job.

Perks

All 100CP perks of your background are free. Other perks of your background are discounted at 50% off.

100CP Perks

Kindness (Free Primary)
You gain a dose of kindness, sympathy, and patience, which will be needed to teach children as young as yours.

Respect (Free Middle)
You gain a boost in charisma, smooth talking, and humour, helping you to see eye to eye with the kids you teach.

Intimidation (Free Senior)
You gain a will of iron, a manner of carrying yourself that lets people know not to mess with you, and a stare that could make even the most rebellious of students feel nervous. This ensures that you will be able to teach to your best, as you can take it as seriously as you need to to make sure they understand.

200CP Perks

Basic Psychology (Discount Primary)
You get an understanding of how the human mind works, what factors affect how happy people are, and what changes their behaviour. You can read people a lot more easily, seeing the reason behind their actions.

Understanding Culture (Discount Middle)
You gain an understanding of what's acceptable and what's not in the society or group you're in. People have a reason to like you - you fit in without it looking like you're trying too hard.

Great Knowledge (Discount Senior)
You now know everything about your chosen school subject. Well, not everything, but you would be able to answer any tricky questions given to you by students, and then some.This includes knowledge needed for what you’re teaching, extra background knowledge, background knowledge for the background knowledge… you can see where this is going. (If you teach all subjects, via being a primary school teacher, then you gain more basic knowledge about all the subjects you teach. Still very knowledgeable, but not as much as if you only taught one subject.)

400CP Perks

Analytical Glance (Discount Primary)

It's so hard isn't it, when a bunch of children crowd around you screaming, and you have no idea what to do. Well, not for much longer! With a five second look at someone, you can tell roughly what is needed to make them feel fine again. You won't know exactly why this will work, you just know that it will. It's an instinctual feeling, almost.

Class Control (Discount Middle)
You have fantastic space management, especially when teaching. Standing at the front of the classroom, you could pick up on the fact that one child looks like he needs help, while another is messing around, and yet another has just knocked over all their textbooks, and you could take care of all of these incidents easily. By having enhanced awareness of what's going on, and being able to figure out how to most efficiently to solve it, you can ensure that you always remain in control of your class.

Fair Judgement (Discount Senior)
Some kids just don't know when to stop pushing their luck, and unfortunately, sometimes a punishment is needed. However, this can cause problems, with the children and their parents alike both protesting that things are unfair. Now however, if the punishment you choose is reasonable, and if the accused actually is guilty, everyone will accept that it is justified, even if it is so grudgingly.

600CP Perks

Shared Knowledge (Discount Primary)
You know one thing that children do more than anything else? Talk. Talk and talk and talk non stop! It distracts the talker from learning, as well as those around them. Truly, talking is the bane of many teacher's lives. However. With this perk, you harness this destructive force for good! When learning in the company of others and being taught by you, the kids will now discuss what they are learning with each other. What's more, they find it much easier to remember things learnt in this way! What one child knows, the rest know too! You also find it a lot easier to get people who otherwise would not be so inclined to talk to share their knowledge as well.

Master of Timetables (Discount Middle)
Your time management is superb. Your scheduling skills and your own ability to be on time and complete tasks by your own set deadlines are so good that you could teach your subject, run a school club, have a part time job, do a bit of community service, and fight off evil, all while having extra time to relax afterwards. You also become much more relaxed, having to meet all these different targets wouldn't phase you one bit, and you're flexible enough to fluidly change plans on the fly without breaking a sweat.

Ultimate Authority (Discount Senior)
You now have incredible skill with leadership and influence. People look up to you as the authority on most things, simply because of the way you act. This means that in command structures that you are in, you are often the one people look towards to lead, and will always be

involved in the final say-so about matters. The children you teach will not doubt your lessons and facts that you teach them, which could be a double edged sword if you don’t know your subject completely, so make sure you’re on top of things. As a final point, you have good skill and luck when challenging someone else’s opinions.

Items

All items, if lost or broken, will return to the warehouse all fixed up in 24 hours.

Generic Items

Work Clothes (Free)
A smart suit and tie. Wearing this immediately grants you an aura of teacherliness. Yes that's definitely a word. It means being responsible and grown up. Comes in a design of your choice. Even if it is completely ridiculous, it will be considered acceptable by others who see you wearing it.

Classroom (Free/50CP)
A classroom containing all the basic equipment you'll need to teach, as well as granting any inhabitants a slight boost to intelligence. You get one automatically as a teacher, but it won't stay after-jump if you don't buy it. If you do, then it appears as an addition to your warehouse, or is naturally integrated into whatever setting you end up in.

Apple (50CP)
A fresh and juicy apple. It replenishes every 24 hours if eaten. Eating it fills the consumer with a feeling of wholesome happiness for a while, capable of lifting spirits, if only momentarily.

Foolproof computer (100CP)
Teachers are notoriously terrible with computers, but this laptop makes things easy. Only able to be accessed by you, it can wirelessly connect with projectors, speakers and all sorts of useful things. As a bonus, it's indestructible, and self updating, so it can always remain safe and compatible with current technology.

All-Perceiving Glasses (100CP)
A nice, dark, framed pair of glasses which adjust to give you perfect sight. Not only that, but they give you 360 degree vision as well. It's like you have eyes in the back of your head. Well, all over your head really.

High Quality Pen (200CP)
A stylish black and silver pen. With this, you can write ten times faster, and in any font and colour you choose. Paperwork becomes a breeze with this. It can also write on any surface, in a vacuum, and underwater. Pretty neat, for a pen.

Desk Drawer (200CP)
A small handle that can be attached to any solid surface, then pulled, to open a small drawer filled with teaching supplies. Useful for teaching on the go, or if *someone* has forgotten their history textbook *again.*

Background Discounted Items

100CP Items

Finger Painting Set (Free Primary)
A small tray with a wide selection of colours on it. By dipping your finger in a colour, and pressing it to a surface, you can coat that surface in that colour instantly! The surface has to belong to you, no repainting planets. Great for quick redecorating though. Just remember to wash your hands afterwards!

Globe (Free Middle)
A small globe showing whatever planet you're currently on. In real time. If you could zoom in far enough, you would be able to see yourself standing there, looking at a mini globe. Any changes you make to the globe don't affect the real world, but any changes to the world will affect the globe. Great for Geography, but could conceivably tie in to many other subjects too.

Textbooks (Free Senior)
Well not the textbooks themselves, but a glossy business card with a phone number on it. You can order free textbooks on any subject which could conceivably have a textbook written about it, but not anything beyond the knowledge of the inhabitants of the universe you're in at the time of ordering the textbook. They will not be of a complexity beyond High School/6th form level. Books take about a day to arrive, and can be ordered in bulk, to any location.

200CP Items

Teacher's Helper Badge (Discount Primary)
A badge with a star in the centre and "Teacher's Helper" written on it in red lettering. When you give this badge to someone, they will receive a great boost in respect and authority. Their commands will carry a great more amount of power than normal, so grant this wisely, and only to your most trusted pupils and friends. This will never raise authority levels above your own. If you pin it to yourself, you will look a bit daft, and gain no boosts.

Spinning Chair (Discount Middle)
A computer chair on wheels which spins and has a little lever which raises and lowers the seat. It's just an ordinary chair, which the kids in your class think is pretty awesome, and raises your 'teacher coolness' levels. Except that when you sit on it, you can choose to make the wheels and axle frictionless. It avoids air resistance and friction, meaning if you push off, you can essentially travel forever on it, if you don't hit any obstacles. It is also indestructible.

Sick Letter (Discount Senior)
Sometimes you just need a day off, to rest. The problem is, other people don't understand this. So here's something to help out. A sick letter, saying that you're sorry you can't come in, but you're ill. It takes about a month to recharge, as in, if you use it more than once a month, people will get suspicious. However, if you leave it charging over a month, it gets gradually more powerful, the more important a situation you could excuse yourself from. And if you left it

charging for the maximum time, which is 6 years, you could essentially excuse yourself from saving the world.

400CP Items

Star Chart (Discount Primary)
A tall hand drawn chart with stickers you can add for whenever you get to a certain stage of completing a task. It may seem childish, but using this chart for someone who is attempting to learn a skill, finish a job, or achieve something great more than doubles the speed at which they'll be able to work at it.

Dry-Wipe Board (Discount Middle)
A 30cm by 50cm whiteboard, with a black pen and board rubber. When you write something on this board, everyone who sees it instantly takes note of it. At worst, it will remain in their subconscious, and they will be able to clearly recall what was on it the next day. At best, it will intrigue them, and they will spend the next 12 or so hours thinking about whatever was written, ensuring it gets committed to their memory. Brilliant for key facts and statistics.

The Cane (Discount Senior)
A long, very hard wooden cane. Though where you're teaching probably won't allow you to use it anywhere near your students, it's still a decent weapon. It's real power doesn't come from its blows through, it comes from the fear it generates. Even fully hardened soldiers would quiver if this was brandished at them. Another weapon can be imported as this, at which point it gains the fear aura even if not in this form. If you, say, just left it leaning in a corner of the classroom, not to use it or anything, but just to make it clear that it's there, the unruliness in class would take a significant drop.
On the other hand, the fear it generates can be turned off, and you could use it to look like a respectable and well mannered gentleman, or lean on it while you tell jokes.

Companions

Staff room allies (50-200CP)
For 50CP you may import a single companion into a chosen background, and they will receive 400CP to spend on Perks and Items. They may not take drawbacks.
For 200CP you may import a maximum of 8 companions, with the same rules.

Student (Free)
Up to 8 companions can be imported as students for your school. They will gain no new Perks or Items, but gain a free human child form of whatever ethnicity and appearance they wish, appropriate to the age which you will be teaching. They will be in a varying number of your classes, depending on which background you picked.

Drawbacks

A maximum of two drawbacks may be taken, making a maximum of 800CP which can be gained additionally to the 1000 you are given to begin with.. All drawbacks are unavoidable, you can't get round them with previous perks. 0CP drawbacks do not count towards the Drawback limit.

Different School(+0CP)
So maybe you don’t want to teach at a regular school. That’s fine by me. This drawback is for if you feel like something different, be it a boarding school, a military school, or something else. This only applies to the types of school you would find in real life. No magic schools or anything like that.

Well This is Strange (+0CP/-100CP)
Somehow, you’re going to be teaching a younger version yourself for the next few years of your life, your pre-jump self. This isn’t time travel, it’s just like you’ve copied yourself from before you started JumpChain. They start at the age of 8, meaning they’ll be 18 when you finish here. Somehow you’ll always be teaching them though, whether as a form tutor, or teacher. For 100CP you can take them with you when you finish too.

Quirk (+100CP)
There's something about you. Maybe you're foreign and have a funny accent, or are bald, with a gleaming head. Or maybe you stutter, or have an annoying catchphrase. Whatever it is, you have something which the kids find hilarious, and constantly tease you about.

Pest Problem (+100CP)
Pests. Vermin. Always under your feet, always where they're least wanted. What? No, of course I'm not talking about the children! These are real pests. Whether they be squirrels, seagulls, or even mice, all the teachers and students seem to adore these little critters, who are everywhere

at school, so it's good everyone likes them. Everyone except you. You hate these creatures, and they hate you back. But you can't go harming them, because they're so popular… Best to try and live with it.

Enemy of the Staffroom (+200CP)
For some reason or another, all the teachers in the school have taken an instant dislike to you. Not sure why, but you won't find any friends among the grown ups. They avoid talking to you when they can, won't go out of their way to help you, and most offensively of all, they *miss you out on the tea round.*

I Don't Get It. (+200CP)
Say goodbye to your sense of humour for this jump. You are completely unable to tell a joke from a death threat, making you a slightly painful teacher to have. You tend to fly into a rage at the slightest of misbehaviours. The children won't like you, the adults will find it hard to get along with you, but you should be able to teach fine. Just don't expect to be anyone's favourite teacher.

Child Prodigy (+300CP)
You were an incredibly smart child. To the extent that you graduated when you were very young. You are now the same age as the children you teach. This obviously loses you a lot of respect from the other teachers, who can't help but see you as another child. But your students are the real problem. If you know anything about children, you know that they will intensely dislike you for being the same age as they are, but a lot smarter.
If you are a primary school teacher, you obviously won't be three. Youngest age to start is eight.

Don't Go In There! (+300CP)
Somehow there's been a mix up. Your key or portal to the Cosmic Warehouse is unusable for the ten years you're here, and your ForceWall is disabled if you have one. The only way in now is via what looks on the outside like the door to an ordinary storage room. This can't be blocked off on the inside, it allows anyone who opens it access to the warehouse. Try to keep other people out, maybe?

Z.A.F. (+400CP)
You have the Z.A.F condition, or Zero Awareness Factor. Simply put, you are completely and utterly blind to all goings on in your classroom. You stand at the front and teach, but you have no class control, or awareness of what's going on. You don’t even teach that well. Your pupils know you as a teacher in whose class they can do anything. It’s going to be very hard not to get fired, as people won’t learn much from your teaching. So good luck.

Victorian Teacher (+400CP)
Suddenly the world isn't so bright and cheery. Children get routinely beaten in school. Lessons are dull, and don't teach them that much. Children are miserable here, the ones that come to school and aren't working in the factories or down the coal mines. Welcome to the Victorian era.

It wasn't so nice back then, in fact it was kinda grim. If your chosen country just so happens to have a lovely educational system for those times, you get another horrible time period. You're not getting away with enjoying yourself!

Background-Specific Drawbacks
These can only be taken by the backgrounds specified.

Homesick (Primary only, +100CP)
The children you teach are very sweet and nice, but the experience of school is completely new and frightening for them. They will have to be prised off their parents in the morning, and for the first few hours they will just howl for them non stop. Of course, they will eventually get better at coping, but you get a new lot every year, unfortunately.

Down With The Kids (Middle only +100CP)
You try very hard to integrate yourself with the kids you teach, playing the games they play, making the jokes they do, and using the slang and language they use. Except, no matter how hard you try, you always seem to remain uncool. The games have just fallen out of fashion as you play them. The jokes they've all heard before. The catchphrases you use aren't 'radical' anymore. But you still keep on trying, unsuccessfully.

Unpopular Subject (Senior only, +100CP)
You got unlucky when you became a teacher. The subject you chose just so happens not to be particularly popular in the environment you teach in. For example, if you choose something creative like drama, your school is incredibly academic with kids mainly taking maths and sciences. If you choose something like English, the school will be a specialist music school. It will be hard to get people to pick your subject, so you'd better teach well.

The Swarm (Primary only, +200CP)
Well, you do teach at a big school, don't you? And for some reason, it looks like you're the only primary level teacher here. That's funny. And unfortunate. Because it means you have an eager class of roughly 100 young children to teach. So let's hope you have good class control, a loud voice, and a whole lot of patience.

The Unstoppable Tide of the Revolution (Middle only, +200CP)
The deputy head should really stop giving those talks about independence and striving for what you want. Every year, at least once, the kids you teach will begin to plan a revolution to take over the school. This will involve locking the teachers in the Staffroom, making silly posters and generally won't pose any real threat. Except that you have to put it down each time, without using force, terrifying any children, and still being successful.

S-senpai! (Senior only, +200CP)
Your gender is locked for the ten years you're here. You now teach at an all boys or girls school, your pick. All the students here have become infatuated with you, to the point that most only

take your subject so they can be in your presence and gaze upon your glorious… assets. They constantly fling themselves at you, asking for dates, favours and maybe other things- yes, *those* things. The only problem is that it's against the school rules to become in any way involved with students, so you'll have to try and ignore it all, while also getting them to work. This doesn't actually affect your appearance, and neither does it help with out-of-school relationships.

Notes

-Sick note does not get someone else to (for example) save the world or whatever for you, just ensures no one will blame you for not saving the world. However, if there are others who would have done it anyway, then they do it fine without you. (A great tip for this jump is cover teachers)

Updates

28/08/2018- All out of context or overpowered perks and items removed after suggestions were made. A few typos.
27/02/2018-Typos fixed.