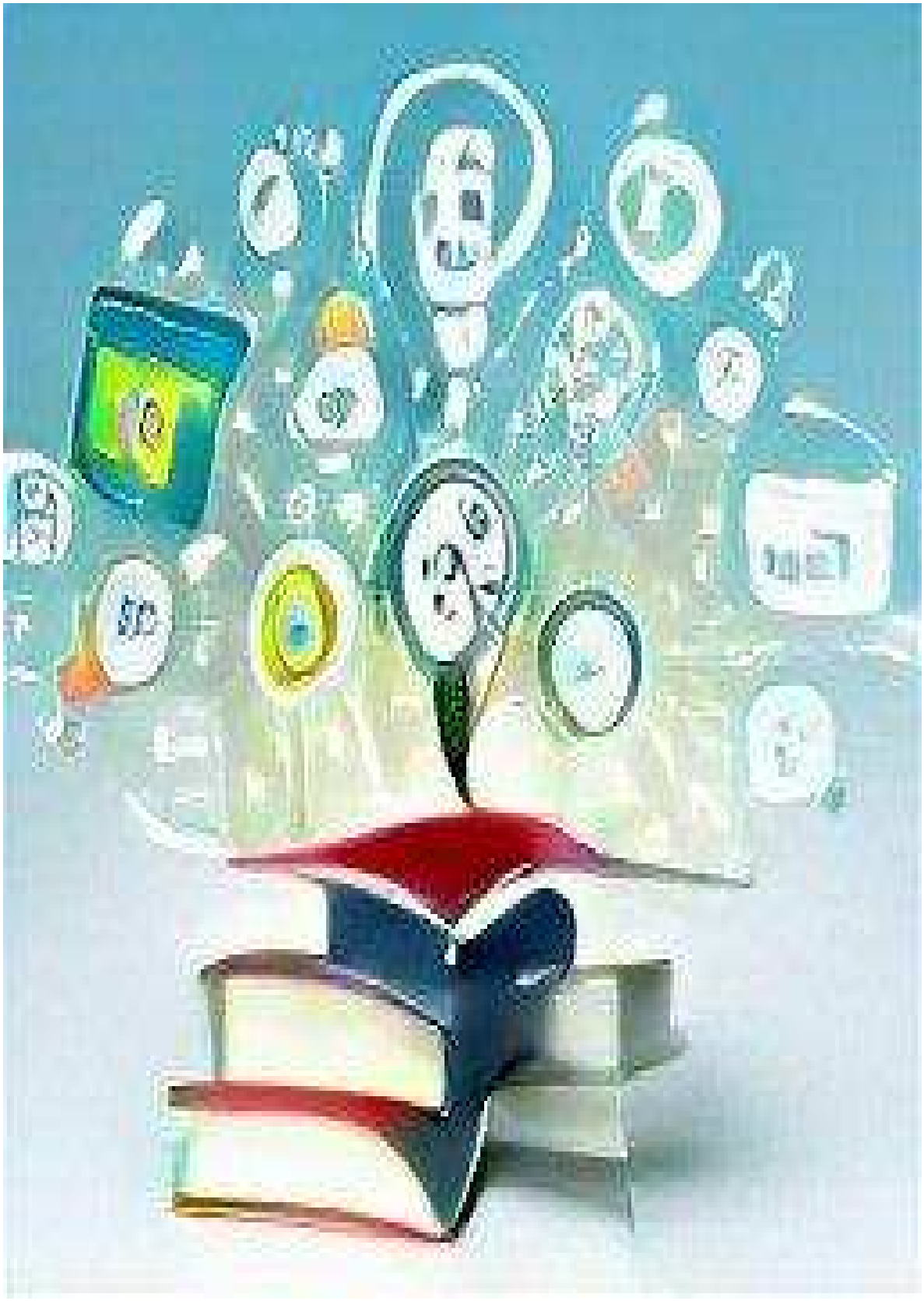


Concept Understand Education Wonder 1.0 By Burkess

Welcome to a world of learning. A world of concepts, understanding, education, and wonder.

You'll need these.

1000 Wonder Points.

Locations:

1. Any setting of your choice, but with more learning.
2. A world where people like concepts, understanding them, education and wonder.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Wonder Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

The Joys Of Learning: The thought of getting to learn something new fills you with an infectious joy. Others get a contact high from being near you.

Career Experience: Choose any career. You gain 10 years of experience in that career, with memories of having done it every single day. Comes up updating credentials so you can practice it in other settings.

Passions And Talents: You can awaken people's passions and talents. They'll suddenly know what they have a natural aptitude for and would most enjoy doing.

What Are Our Options?: You can enter a meditative trance both by yourself and with others. 3d representations of available options will be before you, with a large list of positives and negatives for each choice, populated by the logical and emotional sides of all the participants. The reasons for why a pro or con is listed will also be explained, such as someone being afraid.

Potential Unlock: Enables you to unlock someone's hidden potential. This causes them to rapidly grow until they reach their peak, after which, they'll be able to benefit from training and cultivate more potential.

What's Your Motivation?: You know the best ways to motivate anyone, both for getting them to act on your desires and to help them achieve their own.

Disappointed: You can express your feelings of disappointment on the world around you. It causes anyone with emotions to keenly experience them, with it having a major effect if they care about you and your opinions of them.

A Customized Approach: You understand what someone needs from a teacher and what kind of approach will help them learn best. You'll also learn of the ways they were failed by teachers in the past, and will know what they expect from you.

Gaming Is Learning: Can convey practical lessons through games and other mundane tasks. You could teach someone math while also having them help you fix your car. The end result of doing this task would be the same as if you'd spent the time studying with books.

When The Student Is Willing: Students you'd enjoy teaching will find their way to you. They'll be eager to learn what you have to teach.

Fun, Fun, Fun!: You can structure education so that it's as entertaining and fun as you or your student's favorite recreational activity.

Curiosity Satisfied: People gain satisfaction when their curiosity is satisfied, and will ask more questions and seek to learn things on their own.

Understand Your Understanding: An empathy based ability that lets you understand what someone else understands. If you gave a lecture, you could tailor your words and presentation in real time for maximum impact

Know What I Know: A psychic link that enables you to download and upload information between the people involved at the speed of your thoughts. Also grants general telepathic abilities. You can teach others and be taught things that someone knows.

I Know What Went Wrong: Whenever you fail at something or witness someone fail at something, you know precisely what was done wrong and can articulate exactly why this happened.

Positive/Negative Reinforcement: You know the exact kind of praise, rewards, and compliments that you can dole out to positively reinforce any behavior. You can also do the opposite of this.

What Assumptions?: You have knowledge of what assumptions and biases other people have, and how to navigate around them.

Pure Logic: Can set aside your own ego, emotions, biases, beliefs, and/or morality. It enables you to think and act without any of these things influencing you. This is also a change you can allow others to experience, if they're willing. You can set this to revert you from this state if you're about to do something that goes against any of the before mentioned things.

Can We Prove It?: Can set up experiments that demonstrably prove the viability of an idea or belief. When thinking on an idea or concept, you'll be given a list of materials and instructions for the tests and what procedures you must follow.

A Teacher Is Born: Allows you to induce a condition in yourself and others that causes pleasure when someone learns from you. People will enjoy teaching others things and spreading their knowledge, and the more educated someone becomes, the better it'll feel.

Teacher's Assistant: Spawns an assistant who helps you out with tasks. They're always as strong and as knowing as you are, and will often ask thought-provoking questions in an effort to drive everyone's knowledge further. They cover your blind spots and always have your back.

Dead Men Tell Tales: You can see ghosts, and summon up and speak to the spirits of the deceased. When allowing a spirit to possess you, this grants access to an automatic writing technique that allows you to record a full length memoir of someone's life within an hour.

Uplift Them: Enables you to grant sentience, intelligence up to the amount you possess, and the ability to speak languages you know to beings of your choice.

Creating Life: Grant life to inanimate objects, along with free will. You decide if they remain golems or machine like entities, or if they grow to become flesh and blood creatures. You can shape the form they take during this process, or choose not to. In which case, they'll take on a form that matches their new personality. Grants transformation abilities and unique powers to those who undergo this process, based on what they were previously.

The Quest For Knowledge: If you don't know something, you can be sent on a quest to learn the answers. The length and difficulty of this quest is based on how difficult what you want to know would be to find out. But as long as the knowledge could theoretically exist in the universe you're in, you'll find the answer at the end of this.

Like A Treasure Hunt: New and exciting things will be placed in the world specifically for you to find them. It could be rare events, or new knowledge. You'll have a general sense for where they are that will lead you to encounter a variety of things you'll find interesting on the journey to get there.

They Ask Questions: Other people will come to you with mysteries and questions they want solved. They'll be willing to compensate you for your time and attention.

Teachers Learn Twice: In the process of solving an issue or teaching someone something, you'll discover a new trick or a bit of information that'll help further your knowledge and development.

The World Speaks: You can speak to the voice of the world, and it'll share secrets of lost and forgotten things. This embodiment of the setting will vary in personality and friendliness depending on where you are, and can choose to physically manifest should they desire to.

Retrocognition: Enables you to see the past of something. You gaze backwards and watch events unfold that happened in the past.

Perfect Mind: You can amplify the speed of your thoughts, never forget a detail and have instant recall, and make mental connections three times as fast as you did before.

Judgement Free Zone: You can silently convey that you aren't judging someone. Let them feel comfortable growing and failing without ridicule. If you have no expectations and don't want to put pressure on someone, they'll be able to feel and know this.

PSA Experience: Enables you to help other people unlearn harmful beliefs with gentle retrospection. Relevant scenarios will appear in your lives to help provide a teaching moment, letting other people's experiences and how they deal with them serve as examples.

Believe In The Me That Believes In You: You can teach people to believe in themselves and their own capabilities by believing in them. It works better if you're especially loud and hammy when you do it. It gets even more effective if you're particularly dramatic about it.

Gradual Understanding: Understanding comes in pieces, and you can gradually gain information on a foreign concept until you understand it. Fragments of the puzzle will be presented to you over time as you divine them.

Innovation: Understanding something allows you to alter it and tweak it. If you could create fire using your superpowers, then you could use this to learn how to sense things via heat signature, or produce heat without flames. And so on, as all of your skills and abilities can be expanded in use by finding expansions for them.

Education Reforms: Allows you to pitch systems of learning and know the best ways to have people adopt them. You know how to present your arguments in ways that others would see the benefits they want, while doing the best to achieve your goals and what's best for the students. You could convince a group of orcs that they should learn math and have schools, because it would make them into better warriors.

Becoming A Concept: You learn to embody a concept. This grants a variety of associated special abilities that grow as you become more in tune with and understand more of your concept. The more specific the concept you choose, the shorter your learning curve and the more exact the abilities it grants.

Observational Understanding: Examining something gives you a constant stream of data about it, letting you learn all sorts of facts about it until you've learned everything there is to know about it. At first, this is uncontrollable and will provide irrelevant information, but you can learn to have it tell you things you want to know.

Learn by Doing: Once you've performed a physical task successfully in one case, you can replicate it any number of times perfectly from then on.

Learn By Seeing: If you witness a technique, a skill, or an ability, you can replicate it if you have all of the required biological or esoteric abilities needed. If you don't possess those, you can create your own variant that uses what you have to mimic what you witnessed.

Unbroken Mind: Your mind is very flexible and cannot be broken. You'll maintain clarity of thought at all times. Learning harmful or dangerous information would cause your mind to adapt so that it will not be harmed.

Faster Gains: Each purchase makes you learn two times faster.

Always Employed: You'll be passively guided to teaching jobs. People can tell when looking at you if you'll be able to help them learn something, and will be willing to pay for the privilege.

Making Memories: Your actions create long term positive or negative effects in people's lives, depending on their experiences with you. They're guaranteed to never forget you if they spend enough time with you or are impacted enough by something you've done for them.

Items:

Jumper Academy: This is a school of your design that attracts the highest quality students for the lessons you want to teach. It can expand to fit more people and can optionally be a boarding school as well.

The Living Orphanage: Children who have no one to care for them will make their way to this automatically expanding orphanage. It provides a safe environment for kids to grow and also learn. It's what's called a genius loci. The building itself is alive and is capable of weaponizing and moving any part of its "body" to defend itself and its occupants.

Treats And Games: It's a crate that you can reach into, and it'll have nice rewards for people. It spawns mundane items that they'd find fun and would like to have.

Teaching Materials: When you require a blank book, you'll have one. These blank books can be automatically with information you know, and if someone reads it, they'll learn everything it has to teach them on that subject.

Experimental Lab: This lab adjusts itself to whatever sorts of experiments you plan to do in it. Self-cleaning and self rearranging. It can also be asked to provide you with a challenging experiment and will assemble what you need.

Book Of Concepts: Reading this book allows someone to express a concept and begin the path to gaining mastery of it. Lifting the book up enables it to spread abilities like those you can find here among the population of the setting you're in.

Media Library: It retroactively updates with all the media you've been exposed to. Copies of anything can be made here. It also has up-to-date third person recordings of all of your experiences. Other people can have their previous experiences added by registering with the library.

Your TV Show: You have a TV show with all of the needed equipment and actors. By default, it's something related to education. You also own the network that broadcasts your show and can create more shows to fill up your time slots.

Hungry Knowledge: This is a living book that catalogs all the data is accumulates in its infinite pages. It can teach all manner of magical secrets it discovers, even to beings incapable of magic. When it touches someone, it can rapidly suck information from them to fill up its pages.

The book will lead you on many quests to investigate the world around you. Which, if completed, will enable you to learn dangerous and forgotten secrets. The book is capable of taking on a humanoid form as a disguise, who carries the book around.

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 Wonder tokens, same as you got.

Kid Protagonist: An endlessly curious child with a boundless potential for growth. They can master anything you care to teach them and are guaranteed to surpass you in several noticeable ways.

Your Teacher: A lifelong teacher, this person will always have something to teach you. They scale with you so that they're always slightly stronger and slightly more knowledgeable than you are. Their greatest joy is to see other people flourish.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you feel like it, unless a drawback says you can't.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Tougher Learning: It's harder to understand things, and you have difficulty retaining information. You need to study more often than you usually would.

Why Should I Bother? When Will I Use this?: People are hesitant to learn things unless they can see an immediate benefit. And they'll also complain about it if it'll take what they view as being too long.

Purchase Lockout: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke comes up, you can speak normally to do that.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Wonder points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?