Generic College Years Jump

by TheWalrus v1.0

Maybe you have some regrets for how you spent your college years, maybe you never had the opportunity to go – now's your chance for your ultimate college experience.

+1,000 CP

CONTEXT

TIMING

The Jump begins within one week of the beginning of your first semester (your choice of exact timing). And lasts until one of the following conditions is met:

- You no longer have an active enrollment at a college or university (through graduation, expulsion, or other) - the jump ends within one week following the end of your active enrollment (your choice of exact timing).
- You have spent 10 years in the jump.

AGE / APPEARANCE

You are an appropriate age for your background. You may appear however you would like within human limits.

LOCATION

You start either on campus, wherever you would be the day before leaving for campus, or wherever you will be commuting / studying remotely from.

COLLEGE / UNIVERSITY

You may attend any of the following options for college / university:

- Any real world college / university (ex. University of Notre Dame for "Rudy", more examples)
- Any fictional university (ex. Faber College for "Animal House", more examples)
- A generic "Jumper University" described below
- In supplement mode, any in universe fictional higher learning institution (ex. Brakebills College from "The Magicians")

TUITION

Unless you take the **Lost Scholarship** drawback, you are offered a full-ride scholarship with room and board included. If you choose to live in university provided housing, use the **Housing** section below. If you would like to live elsewhere, you will need to figure that out for yourself.

You do not need to purchase the item **Student Housing** to live in university provided housing, only to get fiat backing to take the property into future Jumps.

Similarly, you do not need to purchase the **Meal Plan** item for dining hall access, only to purchase the item with fiat backing and the additional benefits described.

DEGREE OPTIONS

You may undertake any degree program you would like that the institution offers ignoring any prerequisites.

- **Associate**: typically a two-year undergraduate program
- **Bachelor**: typically a four-year undergraduate program
- **Master**: typically a two-year graduate program
- **Doctorate**: typically a 4-6 year graduate program (though length varies considerably by program), inclusive of professional degrees (Medicine, Law, etc.)

JUMPER UNIVERSITY

Jumper University is a prestigious liberal arts college located in Jumper Falls, USA. It typifies just about every trope you know about colleges and universities in media.

It was founded in 1802 as an all-male Ivy League institution before going co-ed in the 1960s amid student protests. The iconic campus is lined with brick buildings covered in ivy, featuring towering bell towers and sprawling green quadrangles.

Jumper University has an enrollment of approximately 7,000 students. The student body is an equal mix of studious bookworms in sweaters carrying stacks of books, preppy rich kids dressed in the latest fashions, artsy and alternative types with eccentric hair/style, and jocks sporting their varsity jackets earned from JU's powerhouse sports teams. Almost everyone lives on campus in dormitories divided by gender, though some commute from off campus.

Academics at JU revolve around huge lecture halls where eccentric professors lecture about existential philosophy or quantum physics formulas scribbled on blackboards. Students take notes on their laptops and sip coffee from the on-campus Starbucks. In between classes, they hang out in the dining hall, the futuristic glass library, or the historic student center.

Jumper U has an active Greek life, with many students joining the ritzy fraternities and sororities housed in private mansions. Greek life fuels the campus party scene, including huge ragers at football tailgates, beach bonfires, and packed quad day-drinking events. Jumper University students let loose during Spring Break, going to Cancun or Daytona for wild, drunken benders.

Jumper's football, basketball, hockey, and other Division I teams compete fiercely against their rival schools. The teams train at elite athletic facilities and play in jam-packed arenas. Supportive alumni return each year for homecoming events and reunions, wearing the red and white Jumper U colors.

BACKGROUNDS

Select one background. You have led a life that has led you to college or university, the details of which are left to you or your benefactor. Whatever path you may have taken, these backgrounds reflect why you're here now:

- **Academic**: You are motivated to attend University by academic curiosity or professional ambition.
- **Activist**: You are motivated to attend University by belief in a cause and the opportunity to advance it.
- **Athletic**: You are motivated to attend University by the opportunity to compete athletically at a higher level or to pursue professional sports.
- **Lost**: You are motivated to attend University to find yourself and explore options (or not very motivated at all).
- **Social**: You are motivated to attend University for the college experience or to establish relationships and build a network
- **Drop In**: You're here now, and whatever motivations you might have, this is going to be your life for the next several years. (You may take any one of the above background options as a Drop In).

PERKS

Entries from your background's section are discounted for you (they can be taken at half cost). One 100 CP perk from your background's section can be taken for free.

GENERAL PERKS

Expanded Catalog (100 CP / 200 CP) Your college or university offers a wide variety of majors, including any that you plan to study. The faculty are experts and the programs are well regarded. For an additional 100 CP (200 CP total), your chosen field of study will be represented as a Center of Excellence with a world renowned program and significant investment. Only the brightest students will be admitted and all of the faculty will be at the top of their field.

Found Yourself (100 CP) A lot of people come to college to "find themselves," but you? You've already done that. You have an established, unshakeable identity. You don't need to soul search to find where you land when it comes to difficult problems – you already know the answer. This is not to say that you're stubborn, just that you don't need to ponder for any length of time whether you lean this way or that way – the answer is always clear to you.

Gifted Students (100 CP) The academic abilities and talents of your classmates are increased. Students have higher aptitudes for learning, allowing lessons to be taught at a more advanced level. Classmates excel in creative and intellectual pursuits, providing inspiration through their achievements.

Good Facilities (100 CP) The buildings of any school, workplace, or organization you belong to will be recently built or renovated with modern infrastructure. They will be clean, spacious, and well-lit. Your college or university will have any facility that would be necessary to teach a subject you are interested in. The dining halls are high quality with delicious food. The University has a significant amount of attached outdoor space including sports fields and parks. The facilities of workplaces and other organizations are similarly improved with significant amenities appropriate to the facilities' purposes.

Good Faculty (100 CP) Your professors (and any other mentor figures) are always engaging, supportive, and interested in your success. They are always good at conveying the material in a way that you understand. They are always able to anticipate the information that you would like to know about a subject and communicate it to you effectively.

Good Materials (100 CP) All non-fiction materials used by your programs will contain factual information – they will be accurate even if the true facts are not commonly known at the time. They are all structured in such a way that it supports your ability to learn the material. All translated materials will contain the best translations possible. Fiction materials will have their full text even if in the real world those works were lost or unfinished. In future jumps where you do not attend a school, books available in public libraries will be similarly accurate.

Peer Mentor (100 CP) You have an increased desire and aptitude for coaching, teaching, and tutoring your fellow students. You excel at breaking down difficult concepts into understandable lessons for struggling classmates. Helping peers master challenging material comes naturally to you.

Striking the Balance (100 CP) The curriculum in your program is more effective than it otherwise would be. It manages to strike the right balance of difficulty between being easy enough to understand and yet challenging enough to keep your interest. This will improve the effectiveness of any other perks with similar purposes.

Sexual Awakening (100 CP) You gain control of your sexual preferences and can adjust them as you see fit.

Sexual Exploration (100 CP) You will frequently encounter opportunities for novel sexual experiences with consenting partners.

Sexual Savant (100 CP) You have excellent instincts for pleasing sexual partners. Your sexual ability can be trained without limits.

There's a Spot! (100 CP) You always can easily find a conveniently located parking space for your car (or find an appropriate location to stow any other sort of vehicle, whether that's a bike rack or a space dock) at no cost and with no hassle. In general, you tend to have good luck when it comes to vehicles (making it to the gas station when running near empty, tires not popping when running over debris, lights turning green at just the right moment, etc.).

Wallflower (100 CP) You are good at staying unnoticed in social situations and preventing yourself from catching the attention of others. Rarely are you ever the center of attention. You can be an inactive participant in social situations without others noticing that you were not actively participating. When others do notice, they tend to find it endearing. All effects of this perk are toggleable at will.

ACADEMIC PERKS

Academic Advisor (100 CP) You can design an ideal course of study for particular fields (even if you're not an expert in that field yourself). You know which materials, resources, and activities would most efficiently lead to developing mastery of a field (either for a general audience or customized for a particular individual).

Determination (100 CP) You are more than accustomed to long hours of hard study. Once you begin a task, you are able to remain as focused and open to taking in new information as you were when you started, for as long as you remain conscious.

Distracted Listening (100 CP) You can absorb audible spoken language (such as a professor lecturing) as if you were listening attentively while performing other activities that engage your full attention.

Friend of the Library (100 CP) Libraries will always have a copy of every item in their catalog immediately available for you (no wait lists). You have instinctive knowledge of where in libraries you should look to find information you are searching for. Time spent studying in libraries will be uninterrupted and productive.

Office Hours (100 CP) You understand how to ingratiate yourself with professors and other mentor figures. It will be easier to convince them to provide you with lenience or any academic assistance you might request.

Persuasive Writing (100 CP) You instinctively know how to write persuasively for your intended audience and are expert at executing towards that goal.

Playing the Game (100 CP) You understand how to play the game and be successful at school and you are expert at executing on that knowledge. You know how to maximize your scores and get the maximum credit out of your participation. This is a transferable skill to working within any programmatic system.

Reputable Research (100 CP) You will quickly come across reputable sources of information relevant to the topics you are actively researching. These sources (or facsimiles thereof) will be accessible to you. This does not guarantee that the information will support your hypothesis. You can effortlessly generate citations in appropriate formats.

Selective Memory (100 CP) If you would like to, you can choose to commit short term memories to long term memory. You may also choose to discard any short term memory.

Sleep on It (100 CP) You can absorb information by placing a book or other written material underneath your head (optionally with a reasonable number of pillows between your head and the materials) and sleeping a full night's rest (however long that is for you and at whatever time of day). You can absorb up to 10,000 words per rest using this method. You will retain as much information as if you would if you had read it attentively over an appropriate length of time.

Speed Reading (100 / 200 CP) For 100 CP, you can read 500 words per minute with full comprehension (for context, the average reading speed of most adults is 200-250 WPM). For 200 CP, you can read 1,000 WPM.

ACTIVIST PERKS

But More Importantly (100 CP) You can always bring conversation back to a topic of your interest without disengaging conversation partners. As long as you want a conversation to continue, you will not have issues holding others' attention.

Change Agent (100 CP) You can innately understand and identify the best strategies for advancing your causes both culturally and politically. You are excellent at identifying tangible actions to take aligned with those strategies.

Dedication (100 CP) Once you have set your mind to something, you will not be distracted from it. You will never have unfounded doubts in a cause you align with. You can speak confidently about any cause you believe in.

Empathy (100 CP) You can accurately read and anticipate the emotions of others. You have an innate understanding of which heartstrings would be the most impactful to pull on.

Gathering Signatures (100 CP) With the exception of those directly opposed to a cause you are supporting, you will always be able to quickly convince others to take low effort actions to support your cause (ex. signing petitions).

Heart on Your Sleeve (100 CP) You can make others feel any emotion you are currently experiencing (up to the same intensity as you are feeling it).

Lead by Example (100 CP) If you are championing a cause, it will be easier to find others to join you. Like-minded thinkers will be more likely to take action with you leading the charge. Others will be more willing to volunteer their time and effort if they know that you are supporting a cause.

Letter Writing Campaign (100 CP) When you write a letter to an elected official, they will read it and thoughtfully consider what you've written. You are excellent at selecting the most persuasive ways to communicate a message in written form.

Rhetoric (100 CP) You are able to clearly and persuasively communicate your ideas confidently in conversation. You have a knack for choosing the appropriate language to resonate with your audience.

Rousing (100 CP) You are an excellent public speaker, able to read how a crowd is responding and understanding what to say to be the most impactful.

Systems of Oppression (100 CP) You are excellent at identifying systemic biases and communicating those concepts in simple language. You have an innate understanding of social justice and how systems could be improved to offer equal rights and opportunities.

ATHLETIC PERKS

Amateurism (100 CP) No matter the level of professionalism and amount of pressure on you, it never spoils your love for the game. Your enjoyment of sport can't be spoiled by outside factors.

Climber (100 CP) You have excellent climbing form. You have the ability, with training, to hang from limited protrusions, slippery surfaces, from inverted angles, and other challenging climbing conditions. Your climbing intuition and speed is excellent.

Endurance (100 CP) You have excellent physical endurance. You have high energy levels. You have the ability to reach maximal stamina and recovery for your anatomy with training.

Fighter (100 CP) You have excellent fighting form in a particular style or system of combat used for sport. You can expertly anticipate and respond to others' fighting movements. You can achieve optimal mastery with training.

Gymnast (100 CP) You have excellent agility, balance, and aerial skills. You have the ability to reach the maximal flexibility and coordination for your anatomy with training

Jumper (100 CP) You have excellent jumping form and are also expert at landing and keeping your feet. You have the ability to reach maximal distance for long jumps and height for vertical jumps, as well as maximize hangtime, for your anatomy with training.

Runner (100 CP) You have excellent running form. You have the ability to reach maximal running speeds and acceleration for your anatomy with training.

Strength (100 CP) You have excellent lifting form. You have the ability to reach maximal force exertion for your anatomy with training.

Swimmer (100 CP) You have excellent swimming form in all strokes. You have the ability to reach maximal swimming speeds and acceleration for your anatomy with training.

Trick Plays (100 CP) You have a talent for being inventive and unconventional when it comes to sport and competition. You intuitively can come up with tactics that surprise your opponents and can easily communicate those tactics to others.

Willpower (100 CP) You have excellent mental endurance. Your willpower can be trained without limits.

LOST PERKS

A Time for Experimenting (100 CP) You gain a more flexible sense of morality, sexual preference, and identity. This allows you to more easily adopt other patterns of thought. You can “try something new” without having a lasting impact on your personality. Or, if you “try something out” repeatedly, you can shift it to be your dominant viewpoint.

Free Stuff (100 CP) Everywhere you go, people just happen to be giving away free things like food and swag. You could eat all your meals from free handouts if you wanted to. You could refresh your wardrobe multiple times a day with all of the t-shirts, sweaters, hats, scarves, etc. that will be handed your way.

Immune to Boredom (100 CP) You don't get bored if you do not want to. You can indefinitely enjoy dull, repetitive activities (or lack thereof).

Just One of Those Faces, I Guess (100 CP) Other people (such as TAs and professors) will often credit you with positive things that you actually didn’t do (such as being places, saying things, turning in assignments, etc.). You could skip class the entire semester, show up only for the final, and still get an A.

Majored in Basket-Weaving (100 CP) While you are enrolled at an institution of learning, you will encounter events related to the subjects you study with surprising frequency (ex. studying archeology and stumbling on a previously unknown site of archeological importance). After graduating from an institution of learning, you will encounter ways to apply your academic degree with surprising frequency (ex. there is a sudden need for translators of a dead language you studied); you may selectively toggle off this perk for any of your degrees should you wish. You will always be able to find employment in a field that you studied, should you wish to.

Not All Who Wander (100 CP) Recognition that you are lost (literally or metaphorically) will remove any negative emotions you would otherwise experience as a result of being lost. Instead, you may take it as an opportunity to satisfy your curiosity or to triumph through adversity or any other positive spin you might come up with.

Not an Addict (100 CP) You can try any recreational drug without fear of developing a chemical addiction or suffering any adverse effects, even in the event of overdose or contamination. If the drug induces hallucinations, any trip that you experience will be pleasant. In addition, you will never fail a drug test, no matter what is / was in your system.

Random Talents (100 CP) You are an expert at a handful of niche, situational skills that are not highly transferable. Examples of what that might include, but is not limited to: throwing playing cards, hacky sack, balance boards, rubik's cube, etc.

Remote Learner (100 CP) You may take any in-person course of study you are enrolled in fully remote. Accommodations will be made so that sessions are recorded and activities are designed with remote access online. In future jumps, in addition to academic courses, this will be true of any meeting you do not attend in person but would like to participate in.

Sob Story (100 CP) You are consistently able to come up with solid excuses for negative behaviors of yours that are readily accepted by the listeners as long as they do not have an antagonistic relationship with you (ex. reasons why you need an extension for a paper or why you cannot come to class).

Time to Kill (100 CP) Circumstances will always align to provide you with time to do unproductive activities (if you want them to). Even with a pressing deadline, you'll be able to fit in some time to kill.

SOCIAL PERKS

Alcohol Immunity (100 CP) You are immune to the negative effects of alcohol. While you still may become inebriated, you will not develop a BAC above 0.18 no matter how much alcohol you consume. Alcohol will not cause you nausea, dehydration, brown/blackouts, hangovers, or other biological effects perceived to be negative.

Alumni Status (100 CP) You will share superficial experiences with people of consequence that you meet that raises their opinion of you. Encounters like the following will be commonplace: “You went to Jumper University?! What a small world, so did I! Say, my company is hiring at the moment and… *etc., etc., etc.*”

California University (100 CP) The students that attend primary and secondary school with you will end up attending the same college / university as you (unless you wouldn’t like them to). In future jumps, you’ll regularly run into the familiar faces of those you attended school with, and while they will not remember previous jumps, their personalities will be largely consistent with the individuals you attended school with and it will be easier to develop similar relationships as you have had in the past with them.

Chug (100 CP) You can drink liquids incredibly quickly. You could completely drain a two-liter bottle of soda in 12 seconds (for context, the current world record is 18.45s).

Constant Companions (100 CP) You will have no shortage of social activities available. Barring extenuating circumstances, there will always be someone available to do something with.

Engaging Conversations (100 CP) You have a knack for finding interesting conversation partners. You also are excellent at getting people to talk about interesting subjects they would not typically share information about.

Fast Friends (100 CP) You make friends quickly. You will frequently come across individuals that you would find interesting, have good chemistry with, and could form solid relationships with.

Fish in the Sea (100 CP) Anywhere that there are groups of people, you will find that there is always at least one person who is attractive, meets your preferences, and would be receptive to well-executed romantic or sexual advances by you. The larger the group, the more people there will be that meet this description.

Long Distance (100 CP) You are much better at keeping romances alive while spending time physically apart from your significant other. You are able to remain intimate at a distance and when you are with your partner, you can pick up as if there had been no time apart.

Never Lonely (100 CP) You never feel socially isolated or lonely.

Shenanigans (100 CP) You can always find where the fun is happening. You will frequently find yourself in situations where you can choose to partake in all sorts of cheeky antics without consequences (streaking, skinny-dipping, pulling pranks, etc. – the possibilities for shenanigans are endless).

ITEMS

Bicycle (50 CP) You have a typical commuter bicycle that always remains in good repair (without any maintenance) and matches your aesthetic preferences. You will find that cars traveling on the same roads as you properly share the road and drive courteously. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Bottomless Cheerio Box (50 CP) You have a box of cereal (your choice of brand / flavor) that refills any time it is empty by closing the lid and reopening it. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Box of Miscellaneous Liquors (50 CP) You have a box that fills itself with bottom shelf to mid tier alcohols roughly aligned to your preferences. The contents of the box replace themselves every 24 hours. If sullied, damaged, destroyed or lost, the box will reappear somewhere in your general vicinity within 24 hours in its original condition.

Box of Mismatched Utensils (50 CP) You have a box of hand-me-down plates, bowls, cups, silverware, cooking implements, and general kitchenware – somehow always enough to cook 9 meals before you would need to do dishes (though you of course can do them sooner). If sullied, damaged, destroyed or lost, the box will reappear somewhere in your general vicinity within 24 hours in its original condition. If individual items taken from within the box are damaged, destroyed, or lost, they can be retrieved from the box after 24 hours, but they will be in the same state of cleanliness as they were prior to being damaged, destroyed, or lost.

Cooler (50 CP) You have a 60-quart, wheeled cooler with an extendable handle that refills itself with beer and ice every 24 hours. It always fills with cans of bottom shelf domestic lite beer. It only refills enough beer to bring it back up to 60 cans every time it restocks itself. If sullied, damaged, destroyed or lost, the cooler will reappear somewhere in your general vicinity within 24 hours in its original condition.

Keg (50 CP) You have a 60-liter keg of domestic lite beer that refills itself once every two weeks. The contents of the keg always remain chilled. If sullied, damaged, destroyed or lost, the keg will reappear somewhere in your general vicinity within 24 hours in its original condition.

Longboard (50 CP) You have a typical skateboard that always remains in good repair (without any maintenance) and matches your aesthetic preferences. Your balance is significantly improved while riding the board (unless improving your balance would raise your ability above peak human levels). If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Meal Plan (50 CP) You receive a plastic meal card that allows you to enter any dining hall (or equivalent) of any learning institution and eat for free without any hassle or questions. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Tupperware (50 CP) Any consumable item that you place within this standard-sized Tupperware remains in the same state as when it is placed within, no matter how long that consumable remains in the Tupperware. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Used Car (50 CP) You have a typical sedan or hatchback that always remains in good repair (without any maintenance) and matches your aesthetic preferences. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Vape (50 CP) When you load a cartridge into this small vaporizer, it will operate normally without using up any of the vape juice, allowing for infinite use as long as it remains loaded. If sullied, damaged, destroyed or lost, the vape will reappear somewhere in your general vicinity within 24 hours in its original condition. This item is only available in time periods where vapes have been invented and are readily available for purchase.

Weed Pipe (50 CP) This small, concealable ceramic pipe can be smoked while it is empty and provide the same experience as smoking the devil's grass as if it was filled with an infinite supply of invisible, dank bud. When inspected closely (for example, by a cop), it will appear to be a perfectly ordinary ceramic pipe with no evidence of drug use. You still breathe out dank smelling smoke when you take a rip. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition. This item is only available in time periods / locations where weed has not been legalized or decriminalized for recreational use.

Student Housing (100 CP) You receive a housing option (see the **Housing** section). Whatever selection you make will be available to you in future jumps or attached to your warehouse. If the housing is destroyed, it will become available again in the next jump.

Jumper University (300 / 400 CP) For 300 CP, the facilities of any school you attended as a student during this jump will be imported into future jumps to an appropriate location. It comes pre-populated with a faculty of followers. The followers are not persistent between jumps and are not the staff that were working there while you were a student (unless, optionally, you have selected a faculty companion option, such as **Import Faculty**). If they are public colleges / universities, they will be integrated into whatever local public education system exists (if there is one), otherwise they will operate independently. You do not own or operate the schools, but you can enroll at no cost and regardless of any eligibility requirements. The schools may optionally be adjusted to be appropriate to the setting (ex. setting appropriate curriculums, such as magic or local history) or completely out of context (ex. the college or university has a volleyball team in a world where volleyball never existed). For an additional 100 CP (400 CP total), you may own and operate any private colleges / universities or serve as the combined president / chancellor of any public colleges / universities in a permanent posting (in addition, you may select any companion or follower to serve on any relevant advisory boards). You will receive any appropriate profits or salary from the operation of the colleges / universities. If destroyed, it will become available again in your next jump.

HOUSING

If you live on campus or select **Student Housing**, you receive a stipend of 500 Housing Points (HP) to spend in this section. You may convert CP to HP at a ratio of 1:2.

- Location (select one):
  - On-Campus (-100 HP)
  - Off-Campus (0 HP) close enough to walk to campus
  - WAY Off-Campus (+100 HP) far enough to require transportation to campus
- Bedroom (select one):
  - Single (-100 HP) a room sized for one occupant
  - Double (0 HP) a room sized for two occupants
  - Triple (+100 HP) a room sized for three occupants
  - Quad Suite (-200 HP) a hallway joining four singles with a common space
- Occupancy (select one):
  - Standard for the Bedroom Selection (0 HP)
  - One Roommate Less Than Standard (-100 HP) ex. no roommates in a double or one in a triple
  - Two Roommates Less Than Standard (-200 HP)
  - Three Roommates Less Than Standard (-300 HP)
- Furnishing (select one):
  - High Quality Furnishings (-200 HP)
  - IKEA Quality Furnishings (-100 HP)
  - Low Quality Furnishings (0 HP) *I do not miss those mattresses*
  - Unfurnished (+100 HP)
- Bathrooms
  - Private (-200 HP)
  - On Same Floor as Bedroom (0 HP)

    - On Different Floor (+100 HP)
- Washing Machine
    - In-Room Washer / Dryers (-100 HP)
    - On-Site Washer / Dryers (0 HP)
    - Off-Site Washer / Dryers (+100 HP)
- Number of Units in Building
    - Very Small, 5 or fewer units (-100 HP)
    - Small, 50 or fewer units (-50 HP)
    - Medium, 80 or fewer units (0 HP)
    - Large, 200 or fewer units (-50 HP)
    - Very Large, 500 or fewer units (-100 HP)
    - Very Very Large, 800 or fewer units (-200 HP)
- Add-Ons
    - Attached Book Store (-100 HP)
    - Attached Cafe (-100 HP)
    - Attached Convenience Store (-100 HP)
    - Attached Dining Hall (-200 HP)
    - Attached Gym
        - Basic Fitness Center (-100 HP)
        - Professional Fitness Equipment (-200 HP)
    - Attached Indoor Pool (-200 HP)
        - Hot Tub (-50 HP)
        - Sauna (-50 HP)
    - Elevators (-50 HP)
    - In Room Kitchenettes (-100 HP)
    - Kitchens on Each Floor (-100 HP)
    - On Bus or Transit Route (-50 HP)
    - Recreation Rooms
        - Basic Entertainment (-50 HP)
        - Moderate (-100 HP)
        - Advanced (-200 HP)
    - Well-Stocked Vending Machines (-50 HP)

DRAWBACKS

Attendance Checks (100 CP) Your classes all have a three strikes attendance policy – three absences and you fail. For every class session (lessons, labs, discussion groups, etc.) there will be a graded quiz or assignment that needs to be completed that the professor uses to track attendance. These quizzes and assignments will always constitute a significant portion of your grade.

Bad Apples (100 CP) Your campus is plagued by toxic bullies and criminals. You will frequently be subjected to their negative behaviors and even in the rare event that police and administrators are involved, the bad actors will never receive more than a slap on the wrist.

Bureaucracy (100 CP) The administration is a nightmare and administrative tasks that should be easy to accomplish (registering for classes, paying tuition, etc.) will require herculean effort. You will find that you frequently need to interact with the administration and that it is unpleasant every time that you do. Attempting to avoid interaction with the administration can lead to severe academic and financial repercussions.

College Textbooks (100 CP) Each of your classes will have an extensive list of required textbooks that will each be difficult to find and unreasonably expensive. None of the required readings will ever be available from a library. Digital versions will not exist. Professors never hand out texts – they just expect you to find them and will not be sympathetic to difficulties acquiring them.

Commute to Campus (100 CP; incompatible with **Remote Learning**) You must live at least a two-hour commute from campus and have in-person classes scheduled at least four days of the week for your entire enrollment.

Dean Bitterman (100 CP) There is a senior member of the administration (probably a dean of your college) that has it in for you – they don't want to see you graduate and will dedicate a significant amount of effort to making you miserable. They will dislike you no matter what you do. They will not take actions that will immediately endanger anyone's health or directly risk their job.

Eat Standing (100 CP) When you go somewhere to eat food, you will never find a table or an empty seat at dining halls, restaurants, public benches, and other places where people commonly eat. Whenever you are attempting to purchase or acquire food, you will encounter long lines that take unreasonable amounts of time.

Like Oil and Water (100 CP) You don't get along with the faculty. Professors and other faculty members will actively dislike you, grade you harshly, and treat you disrespectfully.

Obnoxious Schedule (100 CP) Your class schedule sucks – early mornings, late nights. Your schedule has long hours structured in such a way where there's not enough of a break to justify leaving campus, but enough for there to be lots of dead time where you're stuck there. Every single one of your classes has at least a two-hour lab component each week – even classes where it would not make sense to have one. You have classes or labs six days a week.

Overworked (100 / 200 CP) You must remain employed and work a part time job at least 10 hours every week for the duration of the jump. For an additional 100 CP (200 CP total) you must work at least 20 hours per week.

Remote Learning (100 CP; incompatible with **Commute to Campus**) For the entirety of your enrollment, there will be no in-person learning or on-campus housing available – it will be remote only. There will not be significant opportunities to conduct in-person social activities with other students. On campus activities will be suspended for the duration of your jump.

COMPANIONS

For companions that receive CP to spend in this jump: the jumper can transfer CP to these companions at a 1:1 ratio (but they may not transfer their CP back to the jumper). Companions may take drawbacks, but will not receive CP for doing so. Companions may not take companions.

CREATE-YOUR-OWN

College Friends (50 CP) You are guaranteed to develop friendships that will last the entire jump (unless you act to prevent this) with up to five individuals. They will be roughly the same age as you. You can select their sex / gender / appearance. They receive 500 CP that can be used to select perks / items (does not stack with CP from other import options).

Import Classmates (50 CP) The classmates the jumper attended college or university with populate this jump's schools. They are alternate universe clones of those individuals and do not possess any of their memories. They are not guaranteed to develop the same personalities and traits because their environments will be different. These individuals are imported as followers.

Import Faculty (50 CP) The professors and staff members who worked at the jumper's college or university will occupy similar positions at the institutions in this jump. They are alternate universe clones of those individuals and do not possess any of their memories. They will begin with the same personalities and traits, but may develop new ones due to their changed environment. These individuals are imported as followers.

Import Friend (50 CP) The Jumper can import any individual from their home universe that they were close friends with. This individual may optionally be the jumper's roommate. All individuals imported with this option will take only a single companion slot to import. They receive 500 CP to spend on perks / items.

College Sweetheart (100 CP) You are guaranteed to develop a friendship that will turn into a romance (unless you act to prevent this). Whether the romance is successful will be dependent on your actions. They will be a companion regardless of whether or not the romance is successful. They will be the same age as you. You can select their sex / gender / appearance. They receive 500 CP that can be used to select perks / items (does not stack with CP from other import options).

EXISTING COMPANIONS

Import Existing Pet (100 CP) Any non-sentient existing pet may be imported into the jump using this option (for sentient pets, use the **Import Existing Companion** or **Bulk Import Existing Companions** options). If

they do not have the appearance of a common pet (ie. an animal that can be purchased in a run-of-the-mill retail pet store), they gain a common pet alt-form that they are locked into for the jump's duration. They do not take a companion slot to import into this jump.

Import Existing Companion (50 CP) You can import an established companion using this option. They gain 800 CP to spend. Companions can only take Perks and Drawbacks that affect them, not those that alter the world as a whole. Each individual imported with this option will take a separate companion slot to import. You may select one of the following options for each companion imported:

- You may choose for them to be a classmate attending the same college or university.
- You may choose for them to be a faculty member. If they are not an appropriate age, they advance to an appropriate age. They may take any faculty position of your choosing.

Bulk Import for Existing Companions (200 CP) You can import up to eight of your established companions using this option. They each gain 500 CP to spend. Companions can only take Perks and Drawbacks that affect them, not those that alter the world as a whole. All companions imported with this option will take only a single companion slot to import. You may select one of the following options for each companion imported:

- You may choose for them to be classmates attending the same college or university.
- You may choose for them to be faculty members. If they are not an appropriate age, they advance to an appropriate age. They may take any faculty position of your choosing.

GAME MODES

STANDALONE MODE

Use this document as a standalone jump.

CONTINUITY MODE

If you complete the **Acceptance Letter** challenge in the **Generic School Years** jump, you may choose to extend your jump to complete your tertiary education. Instead of the Generic School Years jump ending when it typically does, it continues into Generic College Years. Perks / items / etc. purchased in Generic College Years are not retroactive - you get them once you've begun Generic College Years. You cannot carry forward / bank CP from Generic School Years into Generic College Years.

SUPPLEMENT MODE

Instead of taking this jump as a stand alone, you can take it as a supplement to another jump (if you would like, you can also use Continuity Mode and Supplement Mode together). If you take it as a supplement to another jump, you receive CP from both documents, but must keep separate CP pools.

CHANGELOG

v1.0 2023.11.01

- Adjusted Degree Options, professional degree inclusion
- Adjusted Background Options, all available as drop in
- Added several perks
- Removed Challenges and Scenarios
- Sorted perks
- Formatted headers
- Resolved comments

v0.3 2023.10.31

- Jump description
- Added context
- Added college / university
- Added backgrounds
- Game Modes
    - Standalone Mode made the standard

    - Added Supplement Mode
    - Continuity Mode made non-standard and updated
- Jumper University description
- Added Tuition subsection
- Added Degree Options subsection
- Added many perks
- Replaced Companion section
- Completed Item descriptions for WIP Items
- Took a pass at Housing

v0.2 2021.12.30

- Added items: *Box of Mismatched Utensils, Cooler, Keg, Vape, Weed Pipe, Student Housing*
- Added a drawback limit
- Incomplete work in progress content left highlighted