Version 1.0
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Generic Student

Learning is a vital part of any society, without it, a people cannot advance, cannot grow, cannot become better than they were. Stagnation sets in. Even so, learning is unavoidable without willful ignorance, experience teaches, and simply experiencing life through living will teach something, even if it has to pull out a few teeth for you to learn it. Students are those dedicated to learning, to growing and advancing their skills and abilities, to working to improve themselves so they can be better than they were the day before. You count yourself amongst their number. To help you along, take these.

+1000cp

They will prove useful. Jumper.

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have universities and places of learning in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *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.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting, so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Academia Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Academia Tokens being able to be used for 300cp perks.

Self-Taught (100cp): Many have no teachers for what they want to learn, figuring things out on their own, possibly with only books as an aid. You have a sort of sixth sense when training that allows you to tell when you are about to do something that would harm yourself, and a very rough idea of how and how badly you would be harmed. It also helps you to avoid common pitfalls of learning something without aid, while allowing you to keep the ability to innovate and find new ways due to not having the same preconceptions as those with traditional training.

Fortified Foundations (100cp): The foundational skills and basics are something often ignored once someone starts to learn the more advanced skills, letting such foundations languish and, potentially, crumble. You don't have this problem as the foundations of your skills are constantly reinforcing and refining themselves at a slow but steady rate. Every time you train with any skill or ability, your foundations are trained as well, and you have enough passive reinforcement that they never grow dull or out of practice.

Practiced Theory (100cp): The theory behind a skill is often ignored in favor of the practical, slowing the progress of such skills as they lose sight of what is possible for the easier path of what they already possess. You don't have this problem as you come to understand the theory of the things you practice at a slow but steady rate as you practice those skills, ensuring you never lose out on the theory behind the skills you practice and giving you a solid theoretical foundation to build off of even if you only ever learned practical applications.

Back to Basics (100cp): While many simply ignore the basics of a skill in favor of the more advanced skill, you have found the basics to be simple and easy, something that you can apply quickly. The basics of any skill you possess are nearly automatic for you to apply unless you deliberately forgo them, ensuring you never forget them and making your more advanced techniques easier to use as your basic applications feed into them. Additionally, you often find simpler techniques work better for you than one might expect, boosting their effects.

A Learning Experience (100cp): Failure is the greatest teacher of all, to fail is to learn. You are not discouraged by failure, your failures instead act as a motivator to do better and help you to learn, as the lessons learned from your past failures ensure you rarely make the same mistake more than once. Additionally, any failures you make while learning or training will rarely result in significant injury and will never result in permanent injury.

Eager to Learn (100cp): Motivation is something you really don't have to concern yourself with, you are able to easily motivate yourself rather than falling into the trap of procrastination. Moreover, there is satisfaction in learning something new, you will always have a chance to use what you've learned in some way or another, even if it is just a fun bit of trivia to share with a friend.

Patience is a Virtue (100cp): You possess a deep wellspring of patience that you can always seem to draw on at any time in any situation. This won't stop you from getting frustrated or bored, but it will allow you to suppress those feelings to push through and complete a tedious task or get through an explanation to a particularly dense individual, as well as make you resistant to the stresses that come from such situations.

Diligent Focus (100cp): Distractions are one of the greatest obstacles to a student learning, so you've learned how to ignore them. You can filter out external stimuli to a background process while leaving your conscious mind unburdened by the distraction they would cause, as well as being able to center and narrow your thoughts on what you want rather than having them wander. The distractions in the background are still processed and may draw your attention if it is actually important. Additionally, you always remember your obligations.

Library Mind (100cp): Your mind is exceptionally well structured, enough so that you can actually go through and organize your thoughts almost as if you were organizing books on a shelf. This enhances your ability to recall information and helps you create a mental index to help you find information within your own mind. In the moment, you can actively organize your thoughts to improve your clarity on what you are trying to consider.

Artistic Mind (100cp): Your mind is able to imagine even complex constructs, including all sensory information, within itself, with a high degree of fidelity and continuity to it, with no part degrading from a lack of focus as long as you choose to maintain the construct. Additionally, you can apply these visualizations to any supernatural powers to enhance their capacity when they match the visualization.

Like a Steel Trap (100cp): Your memories do not degrade over time or from recollection, always coming back to you as they actually happened, with all the sensory and emotional information intact from the time. This does not give you automatic recall of those memories, however. With this, you can revisit old memories and experience them anew, including giving you a refresher on any skill or ability you have learned in the past.

Good Rapport (100cp): You are able to build up goodwill with others very easily and aren't subject to the internal biases that others may normally have, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Observant Scholar (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. Additionally, you have a knack for ferreting out lost, hidden, forbidden, forgotten, and/or useful information and artifacts.

Safety Minded (100cp): Not all classes you will be exposed to are entirely safe. You have a form of danger sense that applies to your own actions, especially with potentially dangerous ones like chemistry, that will warn you when something is wrong and give a distinct impression of just how bad it could be. This has the added benefit of making you more aware of safety procedures for just about every field you pursue.

Master Apprentice (100cp): Teachers are a mainstay of any schooling, and they are necessary, but sometimes, you need something a little more direct. You have good luck in finding teachers who are not only willing to take you on as a dedicated apprentice but also have skills that you yourself would like to learn. The more focused they are on you in particular, the faster they are able to impart their knowledge, and the better you retain it.

Good Teachers (100cp): Can be hard to find. A subpar teacher can be more of a detriment than no teacher at all in some cases, damaging your understanding rather than building it. You have a knack for recognizing good teachers (or any other talent, really) and whether they are a good fit for you or another. Anyone teaching you seems to also have their teaching ability brought out in full when they are teaching you in particular.

Practical Classroom (100cp): Many scholars learn in a classroom and never actually put their skills into practice out in the field. Your understanding of the theory behind a skill also improves your practical skills by a small margin, ensuring you never lose out on the practical aspects of the skills you study and giving you solid footing when you have to turn theory into practice.

Muscle Memory (100cp): You are capable of internalizing physical actions you wish to and turning them into reflexes with ease, and can retrain yourself to alter these reflexes just as easily. Moreover, your reflexes only trigger when you would want them to, no punching people for waking you up unless they're actually a threat.

Stress Relief (100cp): You can tell just how much you can take, physically, mentally, and spiritually speaking, are more resistant to stress in general, and are quick to recover your mental and spiritual fortitude. If you ever need to, you can force yourself to keep going, far past your normal limits, however, be aware this does have consequences. This also ensures that you never lose your sense of wonder or suffer from ennui.

Time Management (100cp): You can always find some time to do something you enjoy and make your life, and possibly those of others, just a little brighter as a result. This doesn't actually create more time, but it does make such moments stretch just a bit. You can even share this experience to a degree. More importantly, however, you can apply this effect elsewhere. When working against the clock, you and yours always seem to have just a bit more time than you should. And if you need a moment to rest, this will be all the stronger for it.

Book Learning (100cp): Books are often a way that people attempt to learn without a teacher available, or simply because they prefer it. Well, now the books carry a bit of the knowledge and ability of the original author, imparting some of their understanding to you as you read the books, almost as if you had that person as a teacher on the subject within the book, though not a focused one-on-one teacher. You are also able to read ten times faster than you otherwise would be able to.

Study Groups (100cp): When learning in a group environment, you are able to connect the people learning to help share understanding across those people. Some of the insights and understanding are echoed by the individuals in the group and shared amongst the others, maybe not as strongly, but supporting the understanding of everyone else, with everyone benefiting, even those who are extreme outliers in the group.

Good Habits (100cp): Studying is a skill, one where it is easy to develop bad habits that can hinder your ability to learn. You, however, develop good habits when it comes to the skills you practice and utilize easily and quickly, and any bad habits you do develop are easier to break. You are able to recognize bad habits, both in yourself and others, which can help you to curb or take advantage of them. You can also recognize when a bad habit might be useful in certain situations and can emulate it if you want to, though this isn't automatic.

Cram Session (100cp): A staple of any student experience is the cram session, where you try to get as much into your head before a test or quiz as possible. You can use this perk to get through a vast amount of studying in a short period of time, however, anything you learn through it will only last a few days before starting to fade unless you take your time after the fact to study at a more steady pace. This does, however, temporarily help you better internalize the lessons if you do try to learn it normally while its effects still linger.

To Teach is to Learn (100cp): Teaching is something that can actually result in the teacher learning more than they already knew, as students will almost always ask unexpected questions that get them thinking. Whenever you are teaching, some of the understanding and insights of your students start to rub off on you and refine your own understanding of the topic, slowly but surely. This also makes it so you quickly learn how to teach.

Comprehend the Eldritch (100cp): There are many instances of schools where dangerous, madness-inducing knowledge is present and a hazard of learning. Your mind cannot be warped, bent, twisted, or otherwise damaged by outside forces, rendering you immune to induced madness, memetic hazards, anti-memes, and similar such effects that would twist or rewrite your mind with the incomprehensible. You are still capable of going mad, but it cannot be forced upon you.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you would think of it even when stressed.

Note Taker (100cp): Notes, an important part of a student's learning process, as they write themselves reminders, a way to help them internalize what they write. You are able to write quickly without looking at what you are writing and are able to keep your attention on other things while writing. Moreover, you can include your insights from the moment in your notes, allowing you to revisit those thoughts and moments of insight by rereading your notes. Additionally, your penmanship is impeccable, and you are able to develop and understand your own shorthand.

Multitasking (100cp): People are generally bad at multitasking, but many students feel the need to be proficient at doing so regardless of how poorly equipped they are. You are better equipped for this. You effectively have 180% of your ability to focus, allowing you to keep what is effectively your full attention on one thing while still doing something else, though at only 80% efficiency, split however you wish amongst other tasks. As you practice with this, this number will increase, albeit slowly (caps at 300%).

Creature Comforts (100cp): In life, there can often be a great many stressors, both physical and mental, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains and headaches, and will find that small nicks and cuts just don't happen to you, though more serious ones still will.

Clarity of Thought (200cp): On any academic campus, there are going to be those who have their mind impaired, through their own actions or otherwise, potentially losing them the ability to effectively learn. Well, you don't have to worry about that, as you can always think clearly even when you should be impaired, though this does not affect your ability to act on those thoughts any better. As an example, you could be drunk enough that you can barely walk and still think coherently without impaired judgement and no impact on your memory, but you'd still barely be able to walk despite the clarity of your thoughts.

Good Instincts (200cp): You have exceptionally strong instincts when it comes to something being off, wrong, or otherwise out of sorts. You often get 'gut feelings' that prove surprisingly accurate, warning of something being wrong, drawing you to search specific locations, giving you inspiration to try something new that may work better, and many similar situations. This also works on others, giving you a good read on the people you encounter and what they may want with or out of you.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent.

One Thing At a Time (200cp): Studying has a penchant for growing less effective over time as the mind grows fatigued when pushed towards one subject without a break, it simply isn't designed for it. You've overcome this limit. The longer you dedicate to learning a particular subject, the quicker you begin to learn it, and the less mental stress it puts on you to continue learning it. However, if you begin to study another field or split your attention, this begins to fade or become less effective. Additionally, any time you focus on one thing to the exclusion of all else, you find that the results are significantly better than they would otherwise be. This can be a broad task, such as cooking a meal, which inherently requires some level of multitasking but must be a self-contained task to qualify.

Mixed Traditions (200cp): There are many ways to teach and to be taught, just as many ways to learn and develop. With so many different ways to do things, you've taken to mixing and matching the various methodologies and traditions you've encountered, and will encounter, to combine them and create variations that can work in a way more suited to your needs and desires. You will need to experiment to find the best combinations for any given circumstance, but have a good sense of what may work.

This perk will work for anything, be it technology, magic systems, combat styles, or any variety of other techniques, styles, and traditions.

A Life Of Learning (200cp): You may slot up to six skills, abilities, or perks into this perk, and in doing so, allow them to progress as if you were actively training them, though at 1/12th the speed you normally would. You can slot a single option into multiple slots to improve the rate of growth. You can swap out the slotted options at will.

Breakthrough (200cp): A breakthrough is a moment when a student's understanding of a topic suddenly leaps forward and enables them to push farther along their path than they otherwise would have been able to in a short span of time, usually in a moment of clarity or inspiration. You can now experience such breakthroughs yourself, giving you sudden leaps in understanding when they occur. Moreover, when you hit these breakthroughs, you enter a sort of enhanced flow state as your understanding develops rapidly in the moment.

Superstitious Luck (200cp): Superstitions exist for a reason, especially with regard to good and bad luck, and many students will perform small good luck rituals right before a big test or event. You know a number of small, short rites that can mitigate bad luck or give good luck geared towards a particular task. While not particularly potent, they are repeatable and easy to use. You can also use superstitions you've learned from other sources to potentially develop new rites, which may offer a more direct effect, such as a way to ward away malicious spirits.

Inspired (200cp): You are also possessed of a deep wellspring of inspiration that gives you an improved level of creativity and motivation. However, this isn't entirely metaphorical, you actually have a regenerating pool of inspiration in your mind that you can tap into to further improve the above as well as enter a flow state where your skills and abilities are performed with fewer mistakes or missteps.

Discovery (200cp): Like the case of Alexander Fleming, the man who accidentally discovered penicillin, you tend to stumble across useful bits of knowledge, heavily influenced by your preferred field of study and skill in such fields. Such accidental discoveries will potentially open up new avenues of study that you can pursue if you desire to do so, or can simply allow others to build off the discovery.

Expertise (200cp): At a certain point in a person's learning, they may choose to specialize any further learning towards a particular field, narrowing their focus and dedicating themselves to that field. You possess six 'slots' that you can feed a skill into, filling the slot in question. You learn any skill in one of these slots three times faster than normal. However, this isn't the only benefit, you also find that your intelligence and academic/theoretical knowledge of these skills augment them, boosting them based on how well you know them and how intelligent you are. You can swap out which skills are slotted at the start of each jump or once every ten years, whichever comes first. However, this removes the intelligence-based enhancement to the skill chosen.

Teacher's Pet (200cp): Teachers greatly accelerate one's ability to learn, passing on all the points of failure and life lessons they or their own mentor encountered, but they can't always be with you to teach you. You have the ability to imprint a teacher you have been taught by into your mind while they are teaching you. Depending on how good a teacher they are and how often they teach you, this may occur faster or slower.

Any time you learn a subject the teacher knows enough about, you will begin to learn as if they were physically present and teaching you, even if you aren't even in the same setting, without ever actually giving you the answers outright. You can have up to six such imprints at any given time. If you want to slot a new one in while all of the slots are taken, you must release one of the imprints. Any overlap between teachers will give you their combined insights and teachings.

Watch & Learn (200cp): When watching someone perform an action, you find that some of their understanding and learning will be imparted to you, giving you some of their experience and learned understanding as if you were doing so yourself. This isn't actually the same as doing it yourself, as it only provides part of what they come to understand, but it can provide you some measure of increased understanding that you otherwise couldn't get without doing it yourself. If the person is trying to teach you, this provides double the benefit.

Put It On the Back Burner (200cp): You can set a thought, idea, or mental exercise into the back of your mind where it will slowly process in your subconscious mind, slowly untangling it. At any time, you can bring this forward to work on it more or simply leave it to process until it completes, at which point it will come forward, and you'll understand it. This acts like you are actively thinking about the process without growing frustrated or otherwise distracted, but works at about a tenth the speed you normally could. You can use this on multiple things at once, either working on them all at once, in which case they are slowed down, or putting them into a queue to be processed one after the other without slowing down the active ones. You can mix and match, working on multiple at once or setting them into a queue as you wish.

Bookworm (200cp): This is a bit of an unusual ability you've gained. You can effectively read a book, scroll, or other medium of storing information by simply touching it or having it on your person, albeit slower than if you were to physically read it. You can also mentally sift through the book to find relevant information you wish to know and begin to 'read' the book from that point. This may interfere with normal attempts at learning if you do not have the mental processing power for it, as it can be subtly distracting, but doing so while performing a task other than learning has little to no impact on you.

Making It My Own (200cp): Abilities you have gained from an external source require just as much learning to develop as inherent ones do, sometimes even more, given they are not native to the one wielding them, and they are just as often limited or fixed in nature. You can train up any ability gained from a persistent, external source, such as a deity granting you a blessing or an artifact you are wielding, improving your control over it and pushing its limits, making even those that should be fixed capable of growth. Alternatively, you can work to internalize these abilities, allowing you to keep some measure of the abilities offered even should the blessing be revoked or the artifact lost. Finally, any ability inherent to you that is lost in some way can be regained through training.

Student of History (200cp): History is an often overlooked subject, however, it is an important one. The more you know the history of something, anything, the better it works when you use or benefit from it, whether it's as specific as a particular item or as broad as the origin of a particular medicine. This even works with academia, giving you a boost to how well you learn subjects, the more you know the history of that subject.

Social Capital (200cp): You can collect Favor with an individual, a faction, an organization, or a group by offering them aid, resources, or simply having a good rapport with them for a long enough period of time. This favor acts as a boost to your charisma when dealing with those you have that Favor with, and can be spent to influence them, getting them to offer you a level of aid in return based on the Favor spent. This even works on powerful entities such as gods, archfey, demonic lords, or similar beings.

Skill Sets (200cp): You have the ability to mentally link up and create Sets, collections of skills, abilities, or traits that you can 'equip' to enhance them for a time, often reflecting a shift in mindset, at the cost of mental fatigue. This can actually limit your capacity to learn the enhanced skills as they are temporarily put above your normal level of ability, causing gaps when you come down from it. You can have multiple Sets known, but will only be able to use a single Skill Set at a time. With significant training, you may be able to access two or even three at any given time.

As an example, you could create a Set focused on your ability to kill, giving your lethal combat abilities a boost, reflected in your mindset as growing cold and intense. (Think Kenshin from Rurouni Kenshin)

Self-Determination (200cp): Attempts to predict or plan around anything you are involved in just don't seem to work right, with even supernatural or high-tech means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. This will extend loosely to your allies so long as they are working with you. Your own predictions and plans are not affected by this, and you can choose to negate the effects of this selectively if you wish. With effort, you may begin to sense when someone is attempting to predict you and can influence the results of these predictions with information you desire, giving them false or misleading information rather than merely clouding or obscuring the results entirely. Additionally, you are immune to unwanted fate and luck manipulation.

Life Lessons (300cp): Experience shapes a person, changing them in subtle ways with every passing moment, no matter how large or small, though the degree of change can vary wildly. Whenever you finish a journey, immerse yourself in a new culture, achieve a milestone, or experience something that leaves an impact on you, you can store it as a Chronicle within your mind.

You can then equip one of these Chronicles to gain a boon based on the experience and its impacts on yourself, so long as the Chronicle remains equipped. This can even allow you to develop new abilities that you can utilize while the Chronicle is active.

At first, you will only be able to have a single Chronicle equipped, but you will be able to learn how to equip more as time goes on and you gain more practice with the ability. You can possibly even form these Chronicles externally, allowing you to grant others access to their effects until you reclaim them or they pass on.

Talented (300cp): There are some who believe hard work will overcome anything, that you can gain the full potential of a skill through simply practicing... and they are right, to an extent, but it takes a lot longer if you don't have a talent for it. You have an exceptional, universal talent for any field you pursue or ability you gain, whatever they may be. This does not give you anything new on its own, but any skill or ability you have and practice with, will show that you have a great deal of talent in that skill or ability. For example, if you were to develop psionic abilities or learn magic, you would have the potential to reach the highest heights they can reach.

That Which Should Be Forgotten (300cp): You have come across many things in your travels, ancient secrets and forgotten places among them. And some of these secrets may deserve to remain buried. And yet, you find you have an affinity for that which is taboo or forbidden. That which is taboo, corrupted, or dangerous to use just seems to work for you without causing you any ill effects. It is easy for you to discover and learn such techniques, in spite of any restrictions that would prevent you from doing so. Any and all negative consequences of learning or using such techniques are reduced significantly – a technique that would lead to death may instead leave you temporarily crippled, but alive. Such techniques are also more potent when you use them.

Student of Learning (300cp): As you learn a particular subject, you will likely find that there is overlap with another subject, and the more you look, the more connected they seem to be. Learning a skill or subject allows you to more quickly learn even tangentially related skills or subjects faster, your understanding of one skill bolstering the rate at which you learn another. If multiple skills or subjects you have studied apply, their effects stack.

Prodigy (300cp): As a student, you learn that while talent can take you far, hard work and consistent effort will take you ever farther. As your mastery of a skill grows, you can develop more supernatural applications for that skill, and you can use your combined mastery of multiple skills to develop supernatural abilities based on all skills involved. This allows you to constantly improve your skills, even if by all rights you should have hit your peak, in fact, you have no peak and can always find a way to progress and grow.

Eternal Evolution (300cp): There are some things that just cannot be trained and limits that cannot be exceeded. The rate at which one's body heals, one's age, the density of one's muscles, the durability of the body, and any abilities that would be mostly static from birth. Well, you've learned you can, in fact, train these things to be better. You can figure out how to train anything inherent to yourself, giving you an unprecedented capacity for growth in a way that isn't normally feasible. These methods may be extreme, but they can be trained up and improved.

This can be purchased a second time. If you do, you can even train your perks to be better than what they would normally provide you, though this does not stop the perks, in their improved state, from being locked by drawbacks.

Eliminate the Negative (300cp): Stress is a common thing in academic circles, students will feel it regularly, and some turn towards the abuse of certain substances to... help them relax. You, however, have found that these negative effects are washed out, much less harmful than they would otherwise be. The harmful side effects of any drug, performance enhancer, spell, potion, or other ability or effect you come into contact with that has beneficial effects tied to them have those downsides reduced considerably, and possibly eliminated entirely. Any negative effects from temporary augmentations will not linger for long after the effects have come to an end.

This even affects permanent forms of augmentation such as the surgical application of cybernetics, super soldier serums, or ritual imbuement. Any downsides that remain from permanent augmentations can be overcome given you put in the effort, and will never be out of your reach. This will even make such procedures more survivable, guaranteeing your survival if there is even the smallest chance you could.

X-Factor (300cp): There are those to which the rules of reality are closer to guidelines than actual rules, suggestions that can be ignored in part or in full to achieve feats beyond the norm. Physics and metaphysics operate a little more loosely when you are involved, giving you just a bit more flexibility and room to work with when utilizing your skills. Effectively, you can operate on something similar to comic book logic or rule of cool whenever it would be beneficial for you.

If you also possess the Prodigy perk, you can push your skills and studies to the conceptual level rather than just achieving supernatural levels with them.

Student of War (300cp): Not all forms of study are purely academic, and not all forms of physically inclined study are safe to perform, and some have you outright facing the danger head-on against similar foes. As you confront a particular type of foe, as you familiarize yourself with them, as you learn from them, you gain insights into how to counter and fight that sort of foe… and how to kill them. Their defenses are pierced through as if they were weaker than they really are, their attacks become less effective as you learn to counter them, their ability to detect you becomes unreliable, and their methods of avoiding death are rendered less effective when you are involved.

Moreover, after a certain point, you are able to imbue your abilities with a Bane against these foes, making your attacks hurt them more, leave behind wounds that are resistant to healing, and hinder their abilities. They may even start to do spiritual damage on top of this, potentially making it so that foes you slay with a Bane are unable to come back via any means, as their very spirit is rendered incapable of connecting to a living body or maintaining itself in the physical plane. You can even intensify this to outright destroy the soul with enough skill and familiarity with the foes in question.

You can also tailor this effect to the specific type of foe, be it an individual, an organization, a species, or similar. This effect takes longer to cultivate and grow the broader the category, but gives you a growing expertise in how to combat these foes effectively, the more you understand them. And studying multiple at once is possible, so long as they are in some way related.

You can have multiple creatures studied and can apply multiple Banes at once, however, doing so requires additional focus and may be difficult to maintain without practice. Multiple banes that affect the same individual target stack in their effects.

Unfettered Potential (300cp): This is a rare gift you possess, jumper. You have the ability to learn just about anything, regardless of what it may require. Does a magic only respond to women of a specific species? Well, you can learn it despite being a man of another species entirely. Does it require specific local metaphysics to run? Well, you can use them despite what the local metaphysics say should be possible. Effectively, you can learn to do basically anything and continue to use what you have learned even in new worlds that would normally not support such capabilities. Moreover, you have the ability to pass on these skills and teachings, granting others the use of these skills, though this doesn't help you teach them any better than you already could.

You cannot use an Academia Token to gain this perk.

Latent Potential (500cp): Students are those looking to realize their potential, to bring out what they are truly capable of through study and effort, a simple but effective path to power and growth. You've taken it farther. You possess a potent nexus of potential within yourself that, while normally inaccessible, will empower you over time. As you study and practice, regardless of what or how you are studying or practicing, or simply through the progression of time, some of this potential will gather until it condenses into a Mote of that potential at a certain threshold. This charge builds up faster when you are personally in danger, under extensive stress, or undergoing a breakthrough of your own in some manner or fashion. You can only maintain a small number of these Motes at any given time, starting only able to handle five of them before they start to put a strain on you, though you can go beyond this if you are willing to accept the consequences or to consume them immediately. There are two main ways to utilize these Motes, though other use cases may exist.

Firstly, you can harness the power of a Mote, temporarily draining it of power to moderately boost an application of a skill you possess for a time, be it through increased precision, easing the strain of using a skill, accelerating your learning of that skill, a simple boost in raw ability, or temporarily gaining an additional expression of that ability beyond what can normally be achieved. It can also be used to effectively increase your current level of skill with an ability temporarily, the Mote effectively giving you artificial mastery you don't truly possess until it fades. This may allow you some insights into how to achieve the resulting level of skill, but it is far from guaranteed as it operates on a background level. These temporary uses of a Mote last only a few minutes at a baseline, unless it is part of a single use of a power, but leave the mote intact, recovering its power in a day or two to be reused.

Secondly, and more potently, you can completely unravel and consume a mote to achieve a permanent increase in your capabilities or to unlock access to a new skill permanently in a way outside what you can normally achieve. This can grant you new techniques, access to particular systems you couldn't normally, gain knowledge of a new field of study (equivalent to being a novice), expand on your existing knowledge base, gain a general boost to your baseline capabilities, be they physical, mental, spiritual, or supernatural, expand on a perk or ability with a limited number of slots, or potentially innovate a new skill based on those you already possess. Consuming a Mote in this way is permanent, though you can still create new Motes to replace those you have consumed.

With practice, this power will improve in its own right, letting you maintain more motes, gain them slightly faster, and use them in more ways, possibly even using them to fuel a sort of personal evolution.

You cannot use an Academia Token to gain this perk.

Items

You gain two additional Academia Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small but comfortable home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that can house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full-on mansion with servants (who will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people who are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Resources (100cp): You have a constant source of income, whether it's a patron, a business you hold stock in, or something else entirely. Alternatively, you can have a source of raw materials, such as an island that constantly replenishes the materials it has available. Either way, this gives roughly $100,000 USD worth of cash or materials every year per purchase of this item.

Best Friend (100cp): A simple pet. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. Finally, it is more intelligent than its animal appearance would suggest, almost on par with a human in some regards.

World Primer (100cp): A simple book with basic information about the world that ranges from the common slang to the political landscape to even the magic systems; enough to get some understanding of the world and blend in even if you were to simply drop in, at least if you read the book first. More than that, however, it offers introductory information on how to use certain power systems in the setting, such that you could learn the most basic of the basics from the information in here. Enough to open up the option and experiment, but little else.

Lucky Charm (100cp): Whether it's a simple coin, a tiny statuette, or some other manner of trinket or bauble, you have a lucky charm. So long as this item is on your person, you find that luck is just a bit more on your side than it normally would be, especially when you take a risk. Be sure to thank it every now and then.

Home Sweet Home (200cp): You have a small home that, outwardly, looks fairly humble and simple, but is significantly larger on the inside, able to hold up to ten humans and a small array of animals comfortably, complete with a pantry stocked with simple foods, a kitchen, several bedrooms, a bathroom with proper plumbing, a large living space for gatherings, and a workshop. The cabin may, at any time, be rendered down into a portable form, allowing you to transport it easily. Any living creature within the cabin when it enters its portable form is ejected.

Library (100cp): A large repository of books related to history, various sciences, mathematics, and other academic pursuits in a variety of languages, both actively spoken and long dead, with translations available. These are all stored and sorted within a building that is much larger on the inside than on the outside. This can become a warehouse attachment in future jumps or be imported as normal, possibly earning you a small stream of revenue. While mostly nonfiction (for the setting they are found in), there are a few fictional stories in their own section, which are guaranteed to be entertaining and match your tastes or those of your companions.

You gain new books each jump based on the setting you are in, added within their own devoted section.

Laboratory & Workshop (100cp): A fully stocked and ready-to-use laboratory and workshop, complete with any and all mundane tools you may need, storage containers, disposal units for failed experiments, personal safety equipment, an air scrubber and recycler, and an automatically updating log that takes your observations on an experiment and transcribes them directly. This comes with a basic set of materials necessary for the most common forms of study that would require a lab.

The laboratory keeps any upgrades made to it and can either be imported into a setting as a building or kept as a warehouse attachment.

Old Reliable (100cp): You have a small weapon (such as a bow, a knife, or a club) or vehicle (such as a car or motorcycle) that you always have access to and can call to you at will. This item will never break, jam, or otherwise become unusable. This item will maintain any and all upgrades made to it. You can import a weapon to gain these properties. You can purchase this item multiple times.

School Uniform (100cp): An outfit designed to be worn at whatever school you attend, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, provides mild protection from the elements, and minutely boosts comprehension and retention while also easing mental fatigue. For common examples, see the images at the top of this document.

Trinkets & Baubles (100cp): This item is a fairly simple one, a small chest that will periodically produce a small number of knick-knacks, curiosities, and novelties related to events that have occurred recently. Every now and then, one of these trinkets may have a minor quality or trait of note, such as a battery that recharges itself slowly, a pocket knife that never dulls, or a mirror that doesn’t show the reflection of the holder.

Jewel of the Scholar (100cp/200cp): A simple piece of jewelry or token that doesn't need to be removed to sleep, this item allows its wearer to get by on less than they otherwise would, cutting their need for food, drink, sleep, and breath by a quarter of what they would normally need and regulates their temperature, warming or cooling their body to a more comfortable range.

For an additional 100cp, this piece of jewelry can also store any excesses of food, drink, sleep, and breath the wearer would need, which can then be drawn on later to allow the wearer to gain the benefits of any of what is stored. Useful when you need to work through the night every now and then.

Merits (200cp): Every time you complete a challenge of some variety, such as earning a diploma or gaining a new level of mastery, you gain a Merit. The Merit can take any number of forms, from a piece of paper recognizing your achievement to a belt of a particular color, and represents the challenge you overcame and provides a small benefit to you. This is usually a small stat buff, a utility boon of some sort, and/or some ability related to the challenge overcome. You can only benefit from ten such Merits at a time, however, you can swap which of them you are benefiting from with a few moments of focus. Just owning the Merit is enough to provide this benefit, though if it is ever stolen, it will be inaccessible until it is returned to you as a lost item would (forty-eight hours by default).

The Training Center (200cp): A warehouse attachment that you can choose to import into a jump when you enter it. This facility is a perfect location to train any and all powers or in the use of various artifacts, be they magical, psionic, technological, or any other descriptor. The facility acts in a similar manner to a holodeck from Star Trek, though with no chance of malfunctioning, allowing you to train virtually anything within its bounds without having to worry about collateral damage.

Ghostly Mentor (200cp): You have been haunted by a ghost, but one that has decided they want to be helpful rather than a nuisance. This spiritual entity has in-depth knowledge of a wide variety of topics taught in academic circles, with a single specialty of your choice, and is an exceptional teacher both in their chosen field and across any others they attempt to teach, though limited by their actual knowledge.

However, that isn't everything they have to offer. This spirit is capable of projecting an aura that primes those within it for learning, enhancing their ability to learn while in a classroom or training ground setting. This does not help under battlefield conditions. It can also possess you to provide an enhanced version of this effect.

In future jumps, they will gain additional information about their chosen field in the jump you end up in, or can gain a new specialty for the setting you are entering.

Thinking Cap (200cp): A simple hat or similar accessory that, when worn, can be activated to accelerate your thoughts, gives access to a significant reserve of mental stamina within it, and helps to make connections between pieces of information you have in your head. This can allow you to work through problems at high speed for, by your perception, long periods of time without issue or growing mentally fatigued. The reserves of mental stamina will replenish over time while this item isn't being worn or actively utilized. This item has limited use in combat as it is focused exclusively on enhancing thought speed, not reflexes or physical speed, though it does affect reaction time to a degree, and it works best while relatively sedentary.

A Place of Learning (200cp): You have come to be the owner and headmaster of a school. You can choose whatever subjects you want to be taught here. Any student learning in this school will gain the benefits of any teaching perk you possess, with a minimum of learning twice as fast as they would in another environment, and will have their talents emphasized while studying here. You can choose the requirements for entry into the school as a student, such as requiring them to pay to attend, that they show a level of existing proficiency, or that they have some innate quality. You cannot benefit from this bonus.

The school is fully staffed with teachers and support staff necessary to run the school, and they do such a good job of it that you really don't have to put in any effort to run the school yourself. The teachers are akin to NPCs rather than proper, living beings, having no need for food, drink, sleep, or air. If you have companions take the place of teachers, they can apply their own teaching perks to their students in addition to what the school normally provides.

You can import this school into any world you go to at any time, having it appear before you if you didn't import it at the start of a jump. If you do the latter, people will hear about the school and start to apply even if it's in an obscure location. No one will find this strange unless you want them to.

Daily Planner (200cp): This simple-seeming ring notebook is designed to help you plan out your days, giving you greater efficiency as you go about your day, so long as you follow the plan put into it. By taking time to put down a plan for your day in this planner, then actually following it, you will find that you enter a mild flow state where it becomes easier to follow and remember what you need to do, as well as improving your motivation to do what you have planned out. Moreover, it makes it so you work just a bit faster throughout the day, possibly giving you a little time for yourself to relax and unwind between steps. Unrealistic plans or plans that are too vague do not provide this benefit and will light up in red instead. Breaking the plan will neutralize these effects for the rest of the day, but you will suffer no other penalty for doing so.

Computer (200cp): This is a high-end computer or computer equivalent that is perfect for any sort of academic field of study, with a simple and efficient OS that conforms perfectly to how you like to use it – updating to keep up to your standards and usage without becoming bloated or changing beyond what is necessary to make it more user-friendly for you. It has exceptional quality, with the equivalent of the bleeding edge for the setting and updating in future jumps to match the highest quality, commercially available computer systems on the market automatically each jump. Regardless of current quality, it has an unlimited storage capacity and keeps any and all upgrades made to it over the course of your chain and beyond. Whether this is actually a standard computer or some analogous device of a more fantastical bent is up to you.

Universal Translator (200cp): As it says on the tin, this device is a simple universal translator, and by universal, I mean universal. It is able to translate any means of conveying information you may encounter, be it written or spoken words, scent signals, radio waves, or even other, more esoteric means of communication. It can also relay such things back to the one you are attempting to communicate with, allowing you to converse with any living thing that you might wish to. Even plants may be able to provide you with some information. This goes both ways, and the specifics of how the translation occurs are up to you.

Bonding Mark (300cp): Not really an item, but rather a way to keep your equipment from failing as you continue on your chain with little consequence, a way to ensure you don't need to leave anything behind. You gain a personal mark that you can place on any item you acquire to tie it into your chain.

Items bearing this mark will keep working in future jumps as if you had purchased them with CP, even if the local physics or metaphysics would not be able to support them normally. They will also be repaired once a month if damaged, destroyed, or lost.

Token of Promise (300cp): This item can take many forms, be it a coin, a crystal, a wisp of mist that acts like cloth, a chain with an accessory at the end, or any number of other forms. Regardless of what form it takes, this item has the same effect; By merging this item with another item, a process facilitated by the item itself, you bind the merged item to you, allowing you to summon it to you at will and granting it the ability to grow as you do. This can take many forms, from simply allowing the item to be trained as if it were a living being to absorbing the purified essences of things cleaned with it to simply letting it scale off your own growth. Each method of such growth has its advantages and disadvantages.

The token, once merged with an item, cannot be removed until the start of your next jump. Once removed, the previously merged item loses the capacity for growth and cannot be summoned to your hand, but it will retain any and all improvements already made to it.

Finally, the token will take on some of that growth and bestow it onto the next item it is merged with immediately, though this is a very small portion of what was gained by the merged item.

You may purchase this item multiple times.

The Library Card (300cp): This may or may not be an actual card, depending on the setting, but the physical form it takes matters little compared to what it is and what it does. This item is an access point to the Akashic Records, a conceptual library that holds all knowledge ever known in the universe by anything. You have access to only a small fragment of it, but that is enough. By simply holding this item, your mind is enhanced as your capacity to internalize information is greatly bolstered by the presence of the Akashic Records, you can process information faster, and you can get an easier read on anything you look at, as if someone were whispering the information into your ear.

More importantly, however, is that you can use it to enter a trance that will let you peruse the part of the Akashic Records you have access to, takeing the form of a library that covers a wide array of subjects, with a heavy focus on historical events and secrets, both small and large. You will need to actually find the information you want and read it in order to learn it in this way, however, the library will help you find the information you are looking for.

Over time, the section you have access to will expand, and it will update to include each Jump you go to. You can grant others access to this library by letting them borrow this item, which you can recall to yourself at will.

Crystallized Wisdom (300cp): Taking the form of a natural facial accessory, such as a mask or glasses, this item is the crystallized knowledge of a great being given form. This item passively perfects the senses of the wearer, giving them the peak of sensory ability possible for their species and nature, then bolsters them just a bit beyond that point. It also sharpens their ability to focus and offers additional clarity to their senses.

However, the true power of this item must be activated to be used, a safety feature given the immense amount of strain it can put on its user. You can activate this item at will, at which point it will feed massive amounts of information about anything you focus on while it is active, giving you more and more information fed directly into your brain at a rapid pace until you turn it off or the safeties of the item turn it off before it can cause real damage. The safeties can be disabled in extreme situations, but this can lead to permanent brain damage if overused. The information given covers everything: its history, its composition, how it was made, where the materials came from, who discovered it, who made it, absolutely every bit of information, starting with the most easily determined and rapidly escalating to more and more obscure aspects.

This item can shapeshift into nearly any facial accessory, including earrings, glasses, a mask, a piercing, a bandana, or similar such items, so long as they remain on or above the neck. Even immaterial forms such as a floating crown of flames are possible, though likely to draw a lot of attention.

Learning for Dummies (300cp): A simple paperback book with a yellow and black cover with the title plainly spelled out in large letters that translate automatically to anyone trying to read it, though no author is credited. This book is a complete guide to the process of learning. Simply peeking inside it is enough to grant someone similar abilities to those described in this document. You, however, can rapidly flip through the pages, causing each one to vanish as they pass, spreading the effects of this item to the entire world, allowing people to, at random, develop these capabilities on their own. If you do this, you will gain a new copy of the book at the start of your next jump.

You cannot use an Academia Token to gain this item.

Skill Books (300cp/500cp): While not necessarily books, a Skill Book is a one-use means by which someone can instantly learn a subject or skill or progress their understanding of it. Whether they take the form of a potion, a book or scroll, a disk, or something else entirely, they all do the same thing. After using a skill book, you will effectively have the knowledge of how to use the skill downloaded into your mind, though it will lack muscle memory or anything you lack that is required to make use of the skill.

For 300cp or an Academia Token, you gain a single Skill Book for a skill of your choice each year, which will grant the equivalent of a full, dedicated year of study of the subject of the Skill Book to the one that uses it, building off of the current level of understanding the user possesses. They can be focused, such as a specific technique, spell, or application of an ability, or broad, such as an entire field of scientific study, though the broader the subject, the less each individual component will improve. You can choose both the form they take and how they are used.

For an additional 200cp, which you cannot use an Academia Token to gain, you gain access to a device that can produce Skill Books, only requiring that someone with the appropriate skill for the Skill Book voluntarily share their understanding of that skill with an interface attached to the device itself, which is as simple as placing their hand on it and choosing to share it in the moment. The Skill Books produced by this device only provide a level of skill given by the donor, and only up to the level they are capable of, though they can choose to only give to a certain degree of the skill. It takes roughly a day to produce a Skill Book with this device. If you already have a Skill Book, you can use it in place of a person donating the skill.

You can also, instead, make a Skill Book that carries a perk you possess, which will be granted to anyone who uses the Skill Book. A person can only ever receive 1000cp worth of perks from these Skill Books, but may choose to sacrifice Perks they already gained from Skill Books to replace with new ones.

With time and study, you may be able to create persistent Skill Books that can be used multiple times without breaking, fading, or otherwise becoming unusable.

Companions

You may spend your Academia Tokens to gain +100cp per token that can be spent on this section only.

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 (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Academia Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Student (50cp): This option allows you to create a new companion with 800cp and 5 Academia Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you and your other companions.

Sweetheart (300cp): By taking this option, you are able to import or create a companion that will automatically import each jump going forward, not taking up a companion slot, and gaining 800cp plus half the CP value of any drawbacks you gain, as well as the full benefits of any stipends (except those that can only be used for purchasing companions) the jump offers, with each import. Any jump that provides a type of token for discounts, including this one, the companion gains the same number as you do. If the companion chooses to stay behind or otherwise does not wish to follow you on your journey, you may select a new companion to benefit from this option. **This may only be purchased once.**

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

All You Get (Special): This drawback can only be taken if this is your first jump, you do not already have a Body Mod, and you take the Total Lockout drawback. Your perks, items, and companions from this jump become your body mod, and you forfeit the additional Academia Token granted by Total Lockout. This drawback is retained as a part of your Body Mod.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Bullies (+50cp): There are bullies in a lot of places, but they are best known in schools. Well, wherever you are taking the time to learn, there are bullies present. With a single instance, they are just present in relatively small numbers. Each additional instance can apply one of the following effects:

- They are more numerous and have formed into gangs or packs.
- They are more aggressive and prone to actually causing harm.
- They are specifically targeting you or your friends/companions.
- They are protected by the teachers or other faculty members for some reason.
- They are persistent and will not be deterred easily by common deterrents.
- They are older and more experienced or stronger than the common people here.
- They are in positions of power and have some measure of influence.

Commute (+50cp): You live in an isolated area and need to go elsewhere for your more active learning, be it to reach a teacher or to find a place to practice. You will always live a fair distance from where you need to be and will never be able to move closer, always taking at least an hour (for an average person with common means of travel) to reach places you regularly need to go. With more instances, you can choose to increase the amount of time by another hour (up to four hours total), make it so you have trouble getting reliable transportation to wherever it is you need to go, or make it so conditions are miserable for your travel to the location.

Untalented (+50cp): You struggle with a particular subject. Choose one subject or skill. Your ability to learn that subject or skill is not aided by your learning boosters, in fact, your ability to learn it is actually cut in half, making it take twice as long for you to learn the chosen skill. Each additional instance of this drawback lets you choose another subject/skill or further halves the rate you learn the skill (max 1/8 speed each).

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting, as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence, and a final purchase makes it nearly daily.

Sickly (+100cp): You have a poor constitution and will regularly fall ill, which will impede your ability to learn and develop your skills through various means, such as sapping your energy and motivation, impairing your ability to think clearly and make judgment calls, or otherwise making it harder for you. With one instance, this is a monthly occurrence, with two, it is weekly, and with three, it is a constant, chronic illness that will plague your entire time in this jump, with only brief periods of relief.

School Days (+100cp): Well, this is Generic *Student*, after all. You are a student at a school in-setting and are expected to take some of your time to go to school. This represents three separate effects described below, the first instance applying to all three at once, but further instances applying to one at a time.

1. The first covers the amount of time spent in this schooling system. The first instance puts you in school for a single year, with each additional instance adding another year that you are expected to take while in this jump, to a maximum of 20 years or the number of years you will remain in this jump, whichever is lower.
2. The second covers the difficulty of schooling. The first instance makes the schooling fairly simple and easy. Each additional instance increases the difficulty significantly, as if you were a grade ahead of where you actually are with each instance, to a maximum of five.
3. The third is the penalty for not attending school. With a single instance of this drawback, identical to the first, there is no direct actual penalty for not being schooled beyond whatever stigma comes from not having finished your schooling. A second instance makes this more prominent, with people unschooled being looked down upon and overlooked regardless of whatever other qualifications they have. A third instance makes the penalty a fine that would cover the costs of your place in the school. A fourth and final instance makes the penalty actually criminal, with you potentially being forced to complete your schooling if you are caught, which may extend your stay in this jump until you can escape or complete your schooling.

Truancy Officer (+100cp): You are obligated to learn! There are officers of the law whose sole job is to bring students skipping their obligations as a student back to whatever learning environment they are meant to be in. Whether this is a standard school, a master's workshop where you are an apprentice, a military base, or something altogether different is up to you and your learning. In a single instance, this is just people patrolling and keeping an eye out for potential students. With a second instance, they are actively vigilant for students rather than just passive in their inspections. With a third, they will regularly check with places of learning to see who isn't present and check on the individuals in question. With a fourth, they are instead trained soldiers who will escort you to your place of learning each day and ensure you remain, no matter the circumstances.

If you have the maximum level of this drawback with at least four instances of the School Days in the Penalty, then you are in a Prison School and gain an additional +100cp.

Disability (+100cp): You have a learning disability, something that hinders your capacity to learn, such as dyslexia or some forms of ADHD. Alternatively, it could be a more standard disability such as blindness, deafness, or the loss of a limb. This drawback may be taken multiple times, each time choosing a different disability.

Low-Quality Education (+200cp): Your teachers are not particularly good at their jobs, and the resources available to learn are equally low quality, or they are simply hard to find in the first place. This makes it significantly harder to actually learn anything useful. With a second instance of this drawback, the teachers are actually actively trying to sabotage the learning of their students, and the materials are filled with misinformation or propaganda. With a third instance, the schooling is under strict control of the local Government and is used to actively indoctrinate people into their way of thinking rather than actually teaching them anything useful. Learning outside of this narrow field they allow is considered heresy, forbidden, or treason, depending on the type of leadership.

If you take the third instance of this drawback, upon leaving the jump, any indoctrination on you and your companions is immediately broken, and you are all returned to a more normal state of mind, if it is needed.

Obligations (+200cp): You have obligations outside of your schooling. Perhaps it is a job, perhaps it is taking care of a sick family member, or perhaps it is a conflict between two types of schooling, such as being taught to fight by the military while trying to learn medicine in another school. Regardless, it will interfere with your schooling.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second instance of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second instance only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump, and you are reduced to just your body mod. A second instance leaves you without your body mod as well. The second instance only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse. For half the cost, if you have the Item Lockout or Power Lockout drawbacks, you can instead apply those drawbacks to your companions for the duration of this jump.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Academia Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for A Place in the World and whatever freebies you gain from your Academia Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of A Place in the World and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Student (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Academia Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of, and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Get That Degree! (+400cp): This drawback can only be taken if you also have the School Days drawback with at least two years of schooling. You have to graduate from your schooling. You will have a final exam at the end of each year of schooling that will measure your understanding, and if you receive a failing grade on any of them, your chain will immediately end. For each additional two years of schooling beyond the first two, you will gain an additional +50cp.

If you are in a Prison School (see the Truancy Officer drawback) and have taken three instances of the Low Quality Education drawback, you can instead try to tear down the ones that run the school (that is to say, the government), effectively going to war with the schooling… but first, you must break free. If you do, double the points gained from this drawback, but you do not gain the additional points from more years of required schooling.

You will not be required to complete your schooling, but if you fail to change the way schooling is done in this setting by the time your schooling would have ended, your chain will be forfeited.

Choices

Now, at the end of the jump, you have one final choice to make… do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story. This is a generic jump, and it is meant to be flexible and open-ended for interpretation by the Benefactor for the story and thus the writer of the story.

If you have both Practiced Theory and Practical Classroom, your theoretical knowledge of a skill and your ability to apply it practically are directly linked, and raising one will raise the other by an equal measure.