

IOU

Illuminati University



Version 1.02 of a Jump-chain Compliant CYOA by Drakensis

Based on the GURPS setting written by Elizabeth McCoy and Walter Milliken and published by Steve Jackson Games. Art for IOU was the work of Phil and Kaja Foglio.

Welcome, freshthing! We're very excited to have you here for your orientation tour!

There are several questions that many new students ask so for your convenience, here's a laminate with answers to these burning questions. Please note that they're numbered and if you lose them before the end of the tour you'll be paying the administration for the replacement...

FAQ

What is IOU?

The Illuminati University is an intellectual crossroads in time, dimensions and weirdness. It's where anyone out of step with the mainstream of mundane life can carve out a place for themselves. All of this requires education and education requires money, so IOU was created to bring all of these factors together.

What does the O stand for?

If you have to ask, you don't need to know.

What can I study here?

What can't you study here? IOU has been proud to open its doors to witches, mad scientists, the undead, the unliving, rock stars, psis, politicians, archeologists, androids, extra-dimensional wanderers with oversized eyes and small mouths... it's remarkably unlikely you'll be bringing anything new - but if you do then there's almost certainly a research grant with your name on it (and repayment terms hidden in the small print).

What are the rules of IOU?

A fuller explanation can be found in the student handbook but the rules most likely to draw attention of senior faculty if broken are as follows:

1. The ArchDean always gets 10%.
2. There aren't any exceptions to Rule #1. No freebies!
3. Don't mess with cats.
4. Thou shalt never lower the Arch-Dean's stock values.
5. First-semester freshthings are completely off-limits.
6. No blackholes on campus. Except small ones on pizza.
7. No antimatter on campus, either. Even on pizza.
8. Destruction of the Earth, the Sun or other celestial objects requires written permission from the ArchDean.
9. No faculty blood-feuds without a current permit!

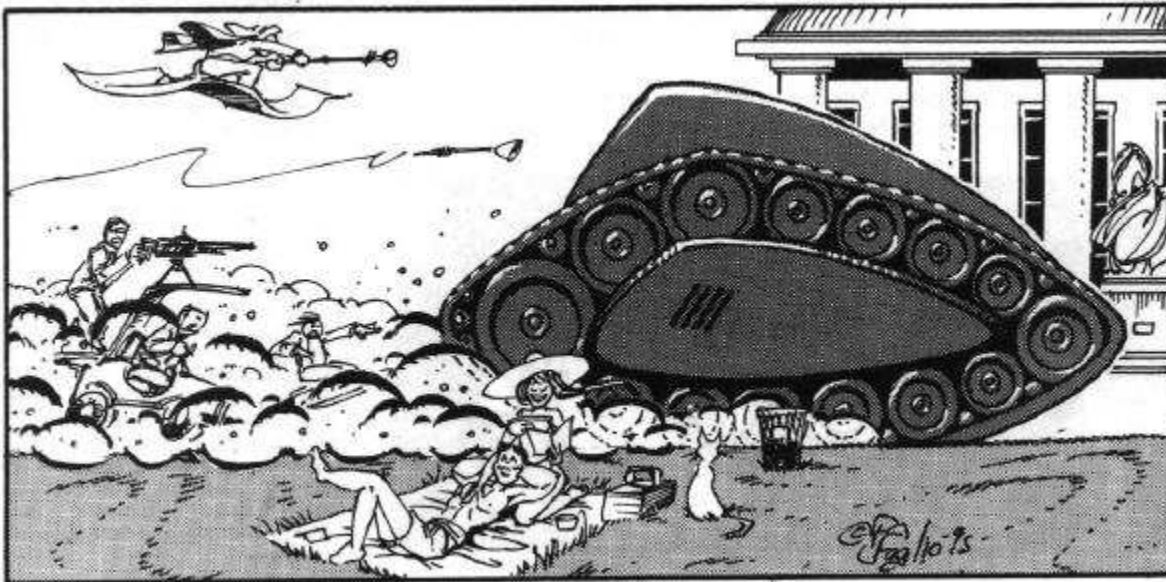
How do I enroll?

All candidates for admission must bring with them the following documentation:

- a completed College Entrance Examination Board Scholastic Aptitude Test.
- a completed Credit Check.
- three favorable references.
- one signed release form.

In the absence of one or more of the above, a large suitcase of small, unmarked currency may be accepted in lieu by the administration.

Once all the above is resolved, you'll be issued 1,000 college points to begin arranging your classes and the other little details of life at IOU!



Location

To determine where you arrive, roll 1d8 and consult the following list. Or you can pay 50cp for the privilege of starting where you wish.

1. *The Pent* - Right at the heart of IOU is a five-sided courtyard overlooked by the Main Building, the Library, the Metaphysics building, the Student Union and the Escher Art Building. Around the edges of the Pent are stone benches and carefully cultivated trees. Occupying the pride of place at the centre is a statue of IOU's founder. Alas this has been wore away by the depredations of time, pigeons and frat pranks so all that can be determined is that the founder was vaguely humanoid, may or may not have had facial tentacles and, according to the brass plate on the plinth, was named Yarblek.
2. *The Main Building* - A majestic building with a slightly off-centre clock-tower, the Main Building houses the majority of IOU's administrative functions. The internal geography is a little complicated - strike that, it's very complicated indeed. The main hallway isn't too hard to navigate but stray away from it and you could be lost (probably not forever but long enough to be late submitting coursework!) amid countless side-corridors, stairs, hallways, elevators and unmarked offices.
3. *The Library* - A large building with Corinthian pillars and no windows, the Library looks normal - perhaps even friendly. Behind this facade of a typical modern library with computer terminals and neatly organised books on well-marked shelves are side-wings and many many more floors than the four that it appears to have from the outside. Those house archives of all kinds

from cuneiform tablets to thumb-drives, all arranged under the Dewey Decimal System. Watch out for the VR 'Stairway of Living History' - it can be alarming to find oneself stood in the middle of the decisive engagement of the Luna Base Civil War and Buffet.

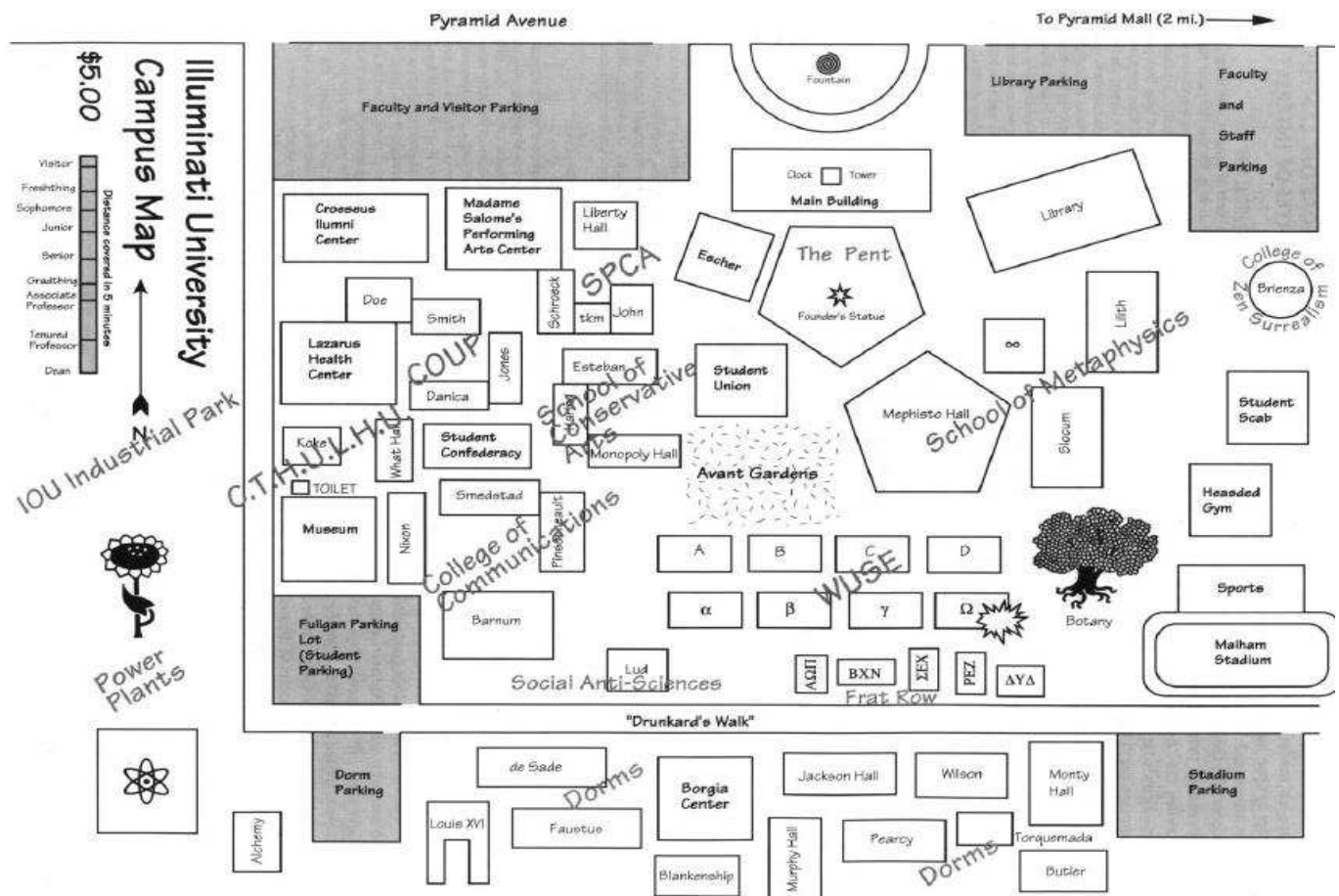
4. *The Museum* - Connected via underground tunnel to one wing of the Library and yet also on the far side of the campus (making it a handy shortcut if you can find the right tunnel), the Museum contains a dazzling array of artifacts recovered by or from Illumini. The Flora and Fauna floors contain replicas of many different species of plants and animals, some of which are unique to the campus. The Knight Gallery has a startlingly large number of suits of armour - or possibly of actual knights in stasis. What precisely is exhibited at any given time depends on the whims of the Curator - a quietly corrupt figure who objects strongly to anything being borrowed, at least without significant compensation.

5. *Borgia Center* - Conveniently located for the dorms, the Borgia Center is the main student dining complex with four vast halls surrounding a huge central kitchen. The halls are open at different times and if anyone has ever determined the schedule then they're keeping that information for their doctoral thesis. When open they generally have queues of up to twenty minutes, after which you get to look at the food and try to pick something edible. The Borgia Center is not a safe place for stray paperwork, Health Inspectors, tunnel rats or anyone who doesn't like their food with a good deal of pepper and chilli to mask the origins.

6. *The Steam Tunnels* - Extending for miles (vertically and horizontally) beneath the IOU campus and surrounding areas, these tunnels provide for various underground needs of a busy school campus: sewer pipes, high voltage electrical conduits, coffee recycling pipes, steam for the heating system, tunnel rats, the occasional faculty building that undermined its own foundations... They are said to lead to natural caves, subways, abandoned underground kingdoms and who knows what else. They're handy short-cuts if you don't mind a little (okay, a lot) of risk in your daily life.

7. *Pyramid Mall* - Located in the town surrounding IOU (tactical analysis favors the campus, 5-1) is a 23-storey pyramid of aluminium, glass and steel containing branches of every known chain store as well as smaller and more specialised stores. It's a fine place to shop and an even finer place for a student job. Do try not to freak out any mundanes stopping by to shop here - the mall's security has a SWAT Team of graduate students from COUP on call and they are all too well-versed in dealing with uppity students and faculty.

8. Well I'm sure you're not really lost. Here, take a look at the following map and pick out where you are!



Background

IOU is an open-minded and forward-thinking institution. There's no need for any complex explanation of how you came to be here - unless you really want to provide one. By default, your age, gender, species and so forth carries forward without any alteration from your last jump.

If you prefer, for a small token fee of 50cp, you may amend your age and gender freely, while resetting your species to anything you've had in a previous jump.

Major

IOU is proud to offer a wide, diverse and well-nigh infinite range of courses to its students. In order to help students find the courses that will best provide them with intellectually stimulating and/or financially rewarding futures, the administration has divided all faculty and all facilities between departments which are then grouped into schools and colleges under the supervision of senior staff.

At this time the following nine schools and colleges exist and are accepting students. Students are entirely welcome to sign up for additional courses outside of the department administering their major course, broadening their minds and rounding out their curriculum.

School of Weird & Unnatural Sciences and Engineering (WUSE)

One of the larger colleges of IOU, with a fondness for high-tech and high-entropy subjects, WUSE welcomes freshthings with exceptional IQs and a knack for laboratory work. While this opens several opportunities for ensuring students are well-armed, WUSE prefer to focus on side-businesses and on government grants for hyper-expensive equipment that can offset experimental costs.



College of Obscure and Unhealthy Professions (COUP)

Almost as large as WUSE and at least as profitable, COUP is less obvious when all goes well. The Dean of COUP is known as the 'Unseen Dean' and it's debatable if they're even still alive (not that that would disqualify them from tenure). Students in COUP can find classes in skulking in shadows, puttering in dark rooms, running for office (and running for cover). Agility, intelligence and a winning personality can take you far in this college.

College of Temporal Happenstance, Ultimate Lies & Historical Undertakings (C.T.H.U.L.H.U.)

There's no better school for history anywhere or anywhen - C.T.H.U.L.H.U. (never forget the periods in that acronym) students and professors have checked. While several other departments would like to get their hands on the time travel aspects, C.T.H.U.L.H.U. is fairly uncontested in its historical classes and there's a certain amount of leverage in rival professors knowing you can provide birth control to their parents....

School of Conservative Arts (SCA)

If there's any part of IOU that could fit easily into the mundane it's the School of Conservative Arts because the art being taught is one of those held in highest regard by the University: the art of managing money and increasing how much of it you have. The Student Loan - a practise where students are notionally given money and must spend the next third of their life repaying it while the money never actually leaves IOU's coffers - was invented here, which tells you everything you should need to know about the SCA.

School of Performing & Creative Arts (SPCA)

This division of the University handles the various performance and creative arts - physical education, cinematography, melodrama, hysterics... the list goes on. Many students adopt flamboyant habits, eccentric dress and strange accents to form their own counter-culture - which sometimes just makes them fit in better with the rest of the student body! While some students might try to get by in SPCA with just their looks, some bring a great deal more talent to their classes.

College of Metaphysics (CoM)

Everything that WUSE is for technology, CoM is for anything remotely occult - like stock market fluctuations. Whether magic is arcane or divine is a topic of serious academic debates (sometimes with deities weighing in on both sides). Attendance at CoM doesn't actually require magical talent - although it helps a lot - and the Department of Thaumaturgy (not to be confused with the Department of Political Thaumaturgy) teaches many courses in purely theoretical questions of magic.

College of Communications (CoC)

Information is power and it's a form of power that the CoC is heavily focused upon. The use of information to steer public opinion and to influence leader's decisions are just two of the more basic practises taught here. This isn't just of use after graduation of course - the same tools are readily applicable to the dangerous and delicate politics of IOU and even those majoring elsewhere often come to CoC to minor in a subject.

School of Social Anti-Sciences (SSAS)

Devoted to pure Art and Research, SASS is dominated by the English Department although they also cover such important fields as Civil Liberties, Government Liberties and Education. While some of these fields may seem to fall under CoC, the English Department is among the most respected and feared departments in all of IOU, somehow enforcing a dictate that every student must take an English course - possibly more than one if they aren't a native speaker.

College of Zen Surrealism (CZS)

Some subjects and even entire departments just don't seem to fit anywhere. Or no one wants them. To accommodate these courses (because if someone will pay to take them then IOU will offer them), CZS was created and has quietly prospered ever since. Some courses even lead to practical applications although the ArchDean kindly keeps this fact from the CZS faculty lest it confuse them unduly.

Perks

Laboratory Work (100cp, free WUSE)

Given a few hours and suitable tools you can almost always come up with a set of disposable tools that will counter a given gadget or ability you've encountered in the past. It'll only work once or twice, but with good sense that might be all you need.

I'm a Consultant! (300cp, discount WUSE)

When science calls, no one wishes to remain locked behind minor jurisdictional issues. When challenged on your right to enter a restricted area or use an agency's equipment, you may declare that you've been brought on board as an outside consultant. This will get you provisional authority to carry on, at least until your bona fides can be checked. Not more than an hour on average though, so science swiftly!

A Doctorate in SCIENCE! (600cp, discount WUSE)

You're a multi-disciplinary genius in the field of mad science. Not only can you apply the pure discipline of science to almost any non-sapient phenomenon in the universe, deriving from this the basic principles, but given a few hours and a laboratory you can also work out what loopholes might let a cunning engineer work their way around any limitations. In any other university, this would have you laughed out of academia before you got anywhere - but this is IOU.

Encouraging Technical Difficulties (100cp, free COUP)

Making things work is often harder than making them not work - and the latter can be more profitable. You've an eagle eye for where a little creative incompetence can sabotage a process in ways expensive in both time and money. In other words, you're management material!

Rules Lawyer (300cp, discount COUP)

If they hadn't meant that interpretation to carry weight then surely the rules would have explicitly said so! You've an uncanny knack for finding a way to use any code of law or rules to retroactively justify what might seem to have been criminal behaviour - not to mention the cool demeanor to stand up and bring this reasoning to the attention of wrathful authorities, forcing forbearance upon them.

Trust me, I'm a Doctor! (600cp, discount COUP)

There's no more unhealthy profession than medicine, and you stand at the apex of that skill-set. Whether it's a disease to treat, an injury to put right or merely cosmetic procedures, you've got a broad base of skills to handle it. Having done Pre-Med at the Lazarus Health Center it's virtually impossible to present you with a medical challenge you haven't come across before and have at least theoretical knowledge of how to treat. Perhaps more importantly you can keep the costs of this as low as possibly while claiming considerable expenses when setting the fee for your work.



Just A Face In A Crowd (100cp, free C.T.H.U.L.H.U.)

If you're going to visit environments displaced from ours in both time and space then it's probably not a good idea to stand out. You've a well-honed instinct for avoiding clothes, words and actions that are likely to make you stand out as a non-local. This doesn't tell you what you should do, but it does tell you what you shouldn't - unless you want to draw Dr. What7's attention in all the wrong ways.

Do You Speak It? (300cp, discount C.T.H.U.L.H.U.)

Not only do you speak it, but you can read it too - and teach others to. You speak a wide variety of languages and have a superb grasp of the principles behind it. Given a sufficient sample of a language you can learn it's written or spoken form (depending on the sample) in days, mastering vocabulary as quickly as you encounter it.

Lunchtime is an Illusion (600cp, discount C.T.H.U.L.H.U.)

While you can't actually travel through time (at least, not unassisted), time is curiously flexible for you. This goes beyond merely good time management - when you need just a little extra time for a project, the time you have will somehow stretch to accommodate. Contrariwise, if you're looking at a clock and waiting impatiently then the time will in fact go faster. This also allows you to slow or hasten your aging, should you so choose and most vital of all it renders you fairly resistant to temporal manipulation - even if your past has been erased you'll have a window of opportunity to put things right before you vanish.

Money Counts (100cp, free SCA)

And in turn, money must be counted. You've got an exacting eye for accounts - able to assess the value of a handful of currency at a glance, total up a column of receipts in an instant and pick out one incorrect calculation on a spreadsheet with even the most cursory of glances.

Funny Business (300cp, discount SCA)

This doesn't involve a sense of humour - in fact that's very much the exception at SCA. No, you're all business - specifically with the fine and noble tradition of shuffling revenue and outgoings

through various account, loaning money and ensuring it's repaid with lots and lots of interest. In short you have the ideal skill-set to be a venture capitalist - which is like being a thief but without obviously breaking the law...

If You've Got It, Flaunt It (600cp, discount SCA)

You've an amazing way of letting it be understood that you're in funds in a big way without actually saying as much. It's assumed automatically that whatever you want to buy, you can - cars, yachts, politicians... This is particularly handy if you're experiencing a temporary cash shortage as people will be more than happy to take your word for the fact that payment will be forthcoming shortly. You automatically and invariably have an AAA credit rating or the equivalent wherever you go and can expect admission to the best parties as a matter of course, easily meeting the great and good (or those who masquerade as such) on a social level practically whenever you want to. As a side benefit, your etiquette really can't be faulted and you look fantastic in formal dress.

Eye-Candy (100cp, free SPCA)

You look good - real good! In a campus where Bimbiras and Kajones can be found everywhere (which is enough to make a lot of students feel inadequate) you've managed to raise the bar further. Even the more exotic denizens here agree that you're worth a second look - possibly a long enough second look to cause accidents!

They Call It A Physical Education (300cp, discount SPCA)

P.E. covers a broad base here at IOU - every kind of sport except professional wrestling - is taught at a highly competitive level and you've mastered them all (including the other form of 'professional wrestling'). Anywhere from the dancing floor to the football field or taking to the sky with a hang-glider you'll be perfectly at home and entirely competent, no matter the level of the opposition, or indeed of your own team. As a natural result, you're in great shape.

There's No Business Like Show Business (600cp, discount SPCA)

You've got the talent, the finely honed charisma and most importantly the savvy to make a mint in show business. Depending on what you're after - critical acclaim, a bank balance that looks like a small country's GDP or just a nice convenient tax write-off - you're as nearly a sure-fire bet of getting it as exists. Even if you've no previous history in the field of artistic endeavour, you're only one project away from being a famous (or infamous) household name. This doesn't guarantee that your work will actually be a masterpiece of the era (although you have the talent that it could be), but at least in the short term it'll be widely accepted as such.

Mysteries Unravelled (100cp, free CoM)

Magic is mysterious, opaque to outsiders and downright incomprehensible - or so some would have you believe. You, however, are well versed in the principles of magic and can quickly deduce the purpose of a spell as it's being cast or by careful study of the after-effects. Obviously it's easier if the mage shouts "Fireball" to give you a hint but whatever the Department of Alchemy claims, magic is more than just a source of explosions.



Studying Divinities (300cp, discount CoM)

Theological studies are a long-standing tradition at IOU - many a pantheon is led by Illumini after all. Your knowledge of the various divine and infernal hierarchies is substantial and given a little preparation you can call on them as a source of information and support - at a price, of course. With a lot more preparation you can even do this with a much diminished chance of spending the rest of your existence as a tortoise.

The Eighth Degree (600cp, discount CoM)

You've especial talent and knowledge in one narrow area of metaphysics, whether this be enchantments, psionics, the evocation of a particular element... the possibilities are endless but so is your focus here. You have an exceptional control of spells and magical effects in your area of expertise and your grasp is such that using such magics against you is an uphill struggle at best.

Unforgettable (100cp, free CoC)

Once you commit a fact to memory, you can always and at any time recall it with absolute reliability. This doesn't force you to dwell upon unpleasant experiences - instead you can treat your memories like an exceptionally well-organised library. At any time you need to remember something you can bring the relevant moment to mind with only brief concentration.

Armor-Piercing Presentation (300cp, discount CoC)

Gathering information is only the first step in the path to success. The next step is communicating it. You've a sharp pen and a sharper tongue when it comes to putting together reports, memos and script-prompter scripts, as well as delivering them verbally. You can hit the golden standard of long enough to cover the essentials while short enough to be interesting but you can also hit the bureaucratic ideal of a report where even the summary will ensure no one reads or acts on your report.

Fnord (600cp, discount CoC)

Let's not beat about the bush here. Communication isn't about conveying mere facts, it's about conveying facts in such a way as to generate a desired response, usually emotional. You're a master of this dark art and every word you say conveys precisely calculated weight and significance. This doesn't require any relevance to what you say: you can wish someone a Happy Birthday with a smile on your face and leave them trembling in terror for no reason they can explain. Unspoken messages and inspiring political speeches are almost effortless for you.

Art is Suffering (100cp, discount SSAS)

Writing isn't generally a well-paid profession and thus a degree through SSAS is unlikely to give you a career that pays the bills (and if it does, expect to be shunned as a sell-out). So naturally, to support yourself as a struggling author you may have to take other jobs that aren't your passion but fill the wallet anyway. In the future, no matter where you go, you'll be able to find yourself an innocuous and not too difficult job sufficiently well-paid to support you and your companions in not-too-objectionable poverty. Lack of identification, references or specific training won't be an issue. It may not be glamorous, but it'll ensure you get by until something better comes along.

Immaculate Paperwork (300cp, free SSAS)

SSAS fights a valiant rear-guard against the encroachment of THE computer and their administration reject the use of computers, insisting on physical paperwork - handwritten if at all possible. You have excellent penmanship and your calligraphy, even if done with a quill, will be elegant, clear and even artistic even if the paper should (as is so often the case) wind up coffee-stained and mildly foxed once it ends up in the hands of a teacher. Through some quirk of fate, any letter or form you write will turn out to be well-nigh impossible to alter, destroy or lose until it's served its purpose - as long as you sent it to the right place, it will get there and it will be read by the intended recipient.

Actually Teaching (600cp, discount SSAS)

Unlike many graduates of SSAS' Department of Education, you wouldn't be lucky to get a job as a taxi-driver or at a fast-food franchise. Somehow you managed to parse the class material on current theories of student motivation, political correctness and psychology, emerging with a well-honed skill to pass on your skills and knowledge to others. Given a brief teaching montage and familiarity in the given subject, you can train a class of students to a level of workable competence. With more time, say a semester of classes, you can instill top-notch professional skills for any field you've mastered.

A Gentleman and a Scholar (100cp, free CZS)

For some reason you're important to the administration of IOU. Perhaps you're on the Moopsball team or great things are expected of you in your field of study. As a consequence, you may expect various student services and security to support you as much as you should theoretically expect them to do: rather than ducking responsibility and danger like the pros that they are. This

will carry over to other jumps: no matter how corrupt an agency may be, they'll fulfill both letter and spirit of their obligations to you.

Illumini Association (300cp, discount CZS)

Like any university, IOU depends on its graduates to provide a veneer of respectability, prestige and financial contributions. Particularly the latter. Somehow - possibly through significant cash donations - you've qualified for special treatment. Following your graduation (i.e. after the jump) you may return to the campus at any time (i.e. between jumps) to enjoy the hospitality of the Croesus Illumini Center - which boasts a five-star chef, palatial residential suites for you and your guests and the opportunity to brush up on subjects of interest by auditing classes - for up to six months before your next jump.



The Treatment (600cp, discount CZS)

Some high-risk professions within IOU (senior faculty, high-level administrators) might find themselves spending far too much time in the Lazarus Health Center as a result of the dangers of academic politics (and staff parties). To keep this under control, such individuals have received a certain treatment that renders them momentarily insubstantial at instants when they might otherwise be injured. For some reason, possibly involving experimentation or someone's health insurance paperwork being mixed up with yours, you've received this treatment. It isn't perfectly reliable and it does nothing to protect anything you're wearing or holding,

but it should reduce your chances of getting hurt by mere physical force by an order of magnitude.

Items

Bare Skin Rug (50cp)

A surprisingly popular item, given it's a very ugly rug (imagine it's the skin of giant chihuahua!). The effects are quite simple: anyone who lies upon it (not sits, not stands) will be immediately divested of all their clothes. The garments are neatly folded and heaped next to the rug. The effect will work if something is covering the rug, which opens it up to all sorts of pranks... as long as you like nudity.

A Daily Illuminator Subscription (50cp)

The campus newspaper, published every other day or so, is run entirely by students on a modest budget made up of advertising revenue and reasonable fees they charge not to publish some stories. While it's completely free to anyone who wanders on campus and picks up a copy, you'll get a copy delivered to you no matter where you are. Even on field trips (and at IOU those can include some pretty exotic locations and eras.

Protection Racquet (100cp)

Take one tennis racquet (or badminton racquet, or even ping pong paddle) and enchant it with a missile shield spell. Voila, the favorite defense of the discerning student. Alas, the spell is on the racquet, not the user, so you have to actually 'parry' the incoming missile, but that's better than waking up in the infirmary, surely.

Minaturizer (200cp)

A huge device, with a bell-shaped compartment on the top for the operator. Plug it into mains power and you'll likely brown out the building, but anything in the area of effect will be shrunk to between 10% and 50% of the original size (those being the limits of the control dial). This includes living creatures although they tend to return to their normal size after a few days. Inanimate objects tend not to be. Some of the controls may allow you to reverse the process... if there was only an instruction manual!

Super Duplicator (200cp)

Imagine a photocopier about the size of a small van. Not only can it collate, staple, bind and enlarge or reduce your papers, it can do the same to anything or any one. The SuperDuplicator has incredible computing power at its disposal - controlled by a small touch-screen with more menus than an entire chain of restaurants... The Super-Duplicator is copywrite protected against duplicating itself or anything of significant value. It also can't duplicate magical effects.

Vending Machine (200cp)

Most Vending Machines on Campus are fairly normal. They don't usually follow you around and they contain simple but useful items, or cheap snacks. This one is different. It follows you around like a faithful dog and accepts any currency whatsoever. Inside its opaque shell is a practically endless cornucopia of goods, any mundane (and some not so mundane) items you might need, just as long as you can afford it...

Braindumping Machine (300cp)

Many forms of resurrection available on campus involve cloning up a new body. This does have the minor drawback of the new brain not having the memories of the deceased. To get around this, IOU has a number of Braindumping Machines that can record your memories to a permanent record. Then this can be implanted into a clone as needed. Most reliably, this is collected while you sleep but supplementary data is collected every time you pass one of these concealed devices. In the latter case the memories aren't quite so well recorded so if you wake up in the infirmary with the last few hours a bit hazy... well, now you know why. More importantly, you now have one of these devices and a computer capable of storing the memories. (Implanting memories into the wrong person's brain can have unfortunate consequences, or be hilarious... or both).

The Crockpot of the Gods (400cp)

It might be messy, but it's a cheap way of covering up a fatal experiment. This large black pot will reconstitute the body of any once-living material placed inside it... as long as it's pureed first. It's

recommended that foreign objects be removed first and that only one life form be restored at once. The process takes about a day and can work even with a body reduced to ashes (adding water is advisable in this case).

Resurrectatron (400cp)

Student health insurance is a thing and IOU dislikes having to pay out for it, particularly since fatalities (however educational!) cut down on tuition being paid. The solution is a cloning device that can reconstitute a living body from even a small genetic sample. It does take a certain amount of care to use this without contamination causing slight discrepancies... It also doesn't recreate memories, thus the Braindumping Machine (not included with this purchase). Please clone responsibly...



Drawbacks

Smith and Wesson Scholarship (+100cp)

You managed to cover your tuition costs in one of the traditional ways: you stole the money you needed. IOU doesn't have any objection to this - it marks you as a go-getter! But they aren't going to ignore it either: expect to be watched in case you try to steal from the University or for blackmail material they might be able to hold over your head in your no doubt successful future career!

Student Loan (+100cp)

In order to cover your expenses here at IOU you've taken a little loan from the university. After all, it's easier than borrowing from the banks! Yeah, and worse than borrowing from the Mafia. And since you may be moving on at the end of the jump, the ArchDean has let you know that you'll be repaying the debt in full before graduation. No 'or else'. This will happen. Your only choice is in how painful it turns out to be...

Faculty (+200cp)

You're not a student here - you're one of the teachers. Not a tenured professor but certainly a fully employed member of staff. As such you have the weighty responsibility of making money for the University... and after that of teaching students. In order to ensure that your teaching is up to standard, you'll be under constant surveillance by students, colleagues and advanced technology and magics - and every last bit of it can be factored into decisions about your salary, promotion and even continued employment. Get fired and Jump-chan will not be happy.

Campus (In-)Security (+200cp)

In addition to being a student (or a teacher), you're employed part-time by Campus Security, which carries the small benefit of a snazzy red uniform with large concentric white circles above the heart and on the back. It also carries the huge drawback of being obliged to try to keep all the mayhem of IOU campus under control - you know, protect the paying students and staff, recapture loosed Things after faculty bloodfeuds and imposing some restraint on experiments and SPCA film projects alike - while armed with a small stunner which is your only authorised weapon on duty.

Evil Twin (+300cp)

Looks like you have a clone of yourself running around the campus. Or maybe they're the original and you're the clone - it's kind of hard to tell since you both share appearance, memories, skill-sets, powers... and the knowledge that only one of you can continue along the jump-chain. There is one difference though - they're of the firm conviction that to make sure they continue they should eliminate the competition. Well... I assume that that's a difference?

Missing Library Book (+300cp)

It seems that a book is missing from the library. Well, not so much missing as signed out - in your name. And where is this book? Well you don't have it. What you do have is a whole lot of trouble.

You're responsible for returning the book or an adequate replacement - and it's a rare book. It could take a decade to find another copy. And all the while it'll be racking up fines for late return - not to mention the ire of anyone wanting to consult that particular volume...

Upon Graduation

After surviving ten years as IOU you've no doubt secured the coveted status of Illumini and probably a master's degree and doctorate in your chosen Major. Now, as you exit academia and enter the real world you're faced with three choices:

- You may go home, with Jump-chan's blessing. Your jumping adventures are over and you can pick up your old life without a pause and with all benefits of your jumps.
- You can stay here! The ArchDean is more than happy to send you an application form if you have aspirations for post-graduate studies or even to teach what you've learned.
- Or finally, take all the lessons learned here and apply them to the waiting multiverse. It won't know what hit it! Go get 'em, tiger!

Notes

Illumini = Illuminati University alumni

While ample opportunities to resurrect you from death exist at IOU, dying still counts as ending the jump-chain. Jump-chan will let you finish the jump or even stay on here instead of sending you home but you won't be making any further jumps if you need these treatments. (This doesn't apply to your companions though).

Moopsball is the sport at IOU (although all other sports are supported, naturally). The rules are too long and violent to reproduce here, but it involves bicycles, frisbees, lots of body-contact and at least one wizard per team. Matches take a minimum of three days, except for purely exhibition games. Many an olde Illuminus will wax lyrical about the sport and how, in their day, the referees didn't wear powered combat armour on the field.