

Generic High School

a jumpchain CYOA by MelecieDiancie

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"...WHERE LEARNING IS THE PATH TO SUCCESS."

Greetings Jumper! Welcome back to school! Where you will make friends and rivals, and create your own destiny! So I'm transporting you into a similar version of Earth where higher education lasts 10 whole years. It would not be an adventure where you could defeat stuff and be a hero or something, but you could use this new information to train yourself, you know?

You get +1000 Academy Points!

• Backgrounds •

*All backgrounds are free and give discounts for perks and items. Your age is always 12, and you can change your gender for free. You **cannot** be a drop-in, but all of the backgrounds will not give memories from the world.*

Nerd Not to be confused by the insult. You are among the smartest in the school, not to mention the one who's winning awards and getting honors. Keep studying!

Social Butterfly You're in it for the friendship. You have many friends already, and they will trust and help you anytime. As long as you don't fall to corruptive influences, you'll be fine.

Jock In other words, athletes. You keep your grades at average, but your main priority is to assist the school's team at whatever sport they have. Good luck for your next battle!

Delinquent You prey on the weaker students and break them to satisfy you. You are a sadist, enjoying the pain suffered by others, and as a delinquent, the higher-ups don't like you that much. But you don't care about them, right?

• Perks •

Standard Jumpchain rules apply. You gain discounted perks and items based on your background, and discounts are a 50% discount. You also get your 100 AP perk free. Infinite Knowledge, Charisma, Strength, and Power are mutually exclusive to each other.

Nerd

Fast Learning (100 AP) Grasping the basics of anything is a lot easier. You will learn very quickly, especially if you put your heart to whatever you are learning.

Teacher's Pet (200 AP) Teachers and professors will trust and love you. They will help, love, and care for you dearly. After graduating, people one rank higher than you will gain this effect.

Clever Comeback (300 AP) You will know how to rise up from defeat. It can be as simple as a single line you use when someone has gained the upper hand on a debate or as complex as an entire plan to win back a friend. As for whether these plans will actually succeed...

Infinite Knowledge (600 CP) Your memory knows no bounds. You will never forget anything crucial, your memory is photographic, and you can just skim a book and know all the important details.

Social Butterfly

Friendship (100 AP) You can easily be friends with any person as long as they aren't mad at you. The longer you stay with them and befriend them, the more they will trust you.

Personality Map (200 AP) The more you spend time with a person, the more you can analyse their personality. You can create a mental map of someone's personality and analyze it to see everything about them, filling up over time as you learn more about them.

Conversation of Hearts (300 AP) If you want, you can start a conversation and the person you are talking to will open their hearts and talk freely of anything. It can help mend broken souls, discover problems, and even discover if your crush loves you?

Infinite Charisma (600 AP) People will just... trust and love you. Even if you do something that they will normally not approve of, they will quickly return to being your friend. Please note that scarring them for life will still cut off your friendship.

Jock

Athletic Prowess (100 AP) You have a very fit body. Even if your bodymod stats have no points in strength and speed, it will still feel like you have invested one point in.

Competitive (200 AP) You are very hungry, and competition is your only food. You will not only love competition, but you will also be better during them. You can find yourself doing insane comebacks and snatching great wins with this.

Honor Code (300 AP) Before a duel, game, or competition, you can opt to use an honor code by asking the other participants. If they agree, they'll be bound to the rules and cannot cheat, and if they do, fate will

make sure they lose. If they don't, they will be a bit less lucky, and even less every time they cheat or attempt to.

Infinite Strength (600 AP) You are very strong and fast, on par with the strongest and fastest people your age. You will be one of the best players in the sports you join, and you'll be strong and capable in any physical activities you choose to pursue.

Delinquent

Aura of Defiance (100 AP) An aura follows you, making you feel more smug and roguish to others. It will also make you more fearless and determined to reach your goals.

Iron Will (200 AP) You have a stronger will and desire to do what you want, for better or for worse. Be careful with this, as it can bite you someday.

Punishment Daredevil (300 AP) There are some times in which you commit a crime or break school rules. With this, you will usually escape being detected doing your crime. Sufficient evidence can still be found, but fate will make sure you get away safe. But still, be careful. Doing one too many crimes may get people to catch you.

Infinite Power (600 AP) You are very powerful. People will be intimidated by your presence alone, and you have your own way to break weak-willed people into shells of their former selves that will do whatever you want. After a lot of time, that is.

Undiscounted

Background Character (100 AP) You can hide in a crowd and nobody will notice you, however strange you may look. You will still be seen when alone, so be careful when people leave you.

Newbie (100 AP) You are new to the school, and don't know anyone in it, right? With this, you'll be able to make good first impressions on people.

Leader's Path (100 AP) You can lead people under you effectively. Whether as a student council president or a king, not only are you a ruler, you are a good one and people will also recognize you as one. Careful: if you do abuse your leadership, people will no longer consider you a good ruler, although you can still be one.

Loud and Clear (100 AP) Your voice will be heard. You are a speaker, able to handle conversations and speeches smoothly, and removes stuttering. You will have a good voice too!

• Items •

Dorm Room (0 AP) A solo room in your school dormitory. Not very spacious, but fits all your needs. Can be attached to your Cosmic Warehouse or Companion Housing supplements post-jump.

Laptop (0 AP) A laptop you can take to school and do your schoolwork in, which will never run out of battery. Comes with school-related applications. The apps can be imported to any of your current laptops.

Wardrobe (0 AP) A small wardrobe complete with school uniforms, swimwear, jackets, and probably everything you will need here. Will be given to companions whether or not they come here.

Tagged Items

These items are free for the tagged background.

Nerdy Glasses (100 AP // *Nerd*) A pair of stylish glasses that will make you look nerdy. These will also have the right lenses for your vision defects, and also somehow make you more intelligent.

Library Card (100 AP // *Nerd*) A library card that is accepted no matter what library you visit. Useful for visiting and borrowing books.

Gift Wrap (100 AP // *Social Butterfly*) A gift wrap with a special effect. Whatever you put inside the wrap will always be liked by the recipient, unless it is something they absolutely abhor or there is nothing of note inside.

Smartphone (100 AP // *Social Butterfly*) A nice phone which also doesn't run out of power. Also has school-related apps on it, but it also has nice social media and messaging apps, and infinite data.

Breathing Underwear (100 AP // *Jock*) It can either be a pair of briefs or a sports bra and matching set of panties depending on your gender, all optimized for sports. Whatever it is, it will be very comfortable and easy to move around in, and it will also make you a bit more fast, just enough to make a difference.

Everclean Towel (100 AP // *Jock*) A towel that is very easy to clean and dry, as it dries automatically over time. It can easily turn you from a sweaty mess to a clean person.

Blackmail Paper (200 AP // *Delinquent*) Once a month, you will get a paper. It contains something that can be used as blackmail towards someone. It doesn't state who it belongs to, so you have to find out on your own, but it is effective at its use once you find the owner.

Other Items

Graceful Ballet Shoes (50 AP) A pair of ballet shoes that make you extremely graceful and will make you more charismatic and beautiful. Wearing this also makes dancing easier, and will let you pick up new steps with ease.

Impossible Chessboard (50 AP) A chessboard. You can initiate games of chess with it. However, it is extremely easy to fold and carry, which makes it “impossible”. It is about the size of a phone when folded.

Money (50 AP) This gives you \$5,000 for this jump only. That’s it. Go buy yourself something nice.

Replenishing Paint Set (50 AP) A set of brushes, art paper, and high quality paint of many colors, that will never run out. Great for artists! Also comes with an easel and infinite paper.

School Kit (50 AP) A kit of pens, pencils, highlighters, rulers, and every other school item you may need of the highest quality. It will also find its way back to you when lost and will be repaired and returned when broken.

Topic Textbooks (50 AP) Once a month, you can order a non-fiction book on anything, either broad or specific, and if one exists, you get it delivered straight to your house or Warehouse, free of charge.

Items of You

All of these items are exclusive to each other, can only be bought once, and are discounted for the tagged background.

Book of the Mind (600 AP // *Nerd*) As a wisdom seeker, you always need to find ways to expand your knowledge. You will have a giant (but still holdable) encyclopedia. It will contain a lot of information, facts, and trivia about everything you need to know. When searching the book, you will always flip to the page containing the information you seek.

Necklace of the Soul (600 AP // *Social Butterfly*) A sociable person has to have a pure soul to win the hearts of people. You gain a necklace of any style you want. While wearing this, everyone near you turns friendly to you, unless said people are already very hostile to you already.

Weights of the Heart (600 AP // *Jock*) Being an athlete requires a lot of dedication from your heart. You have a very special and heavy weight, adjusting itself to your strengths. Instead of just improving your strength, you will find that your speed and flexibility is also improved a lot just by using this.

Cigarettes of the Body (600 AP // *Delinquent*) To intimidate people, you need to look smug and tough. This pack of cigarettes makes you look and feel tougher when you use it, and actually makes you

stronger. Comes with a lighter free of charge. Also is fiat-backed to give no side effects, unlike actual cigarettes.

• Companions •

Each companion imported gets 600 CP to spend and an origin relevant to their personality, with discounts applying.

Childhood Friend (50+ AP) You can import any of your companions for 50 AP each, for a max of 400 AP for 8 friends.

Sticking Until The End (250 AP) Instead of importing friends, import a whole party! This gives you all 8 slots for free. Reminder: this is cheaper than six slots of *Childhood Friend*, but more expensive than four.

Best Friends Forever (50+ AP) You will be able to take up to eight students from this school for 50 AP each, for a max of 400 AP for eight friends. You may design everything about them.

• Drawbacks •

You can take up to 500 AP of drawbacks. No minmaxing, please! Imported companions can only take a single drawback, and are restricted to Student's Obligation or the 150 AP drawbacks.

A Bit Lewd (0 AP) This school will be a bit lewder than usual. Honestly, I don't know why you would pick this, as there already is a NSFW generic high school jump, but if you want to (or are a shameless perv who wants 20 years of perverted academy fun), sure, go ahead...

Inspiration (0 AP) This school will take inspiration from any one school of your choice. It cannot be something super prestigious like Danganronpa's Hope's Peak Academy, but anything in the middle ground is fine. Also no magic or supernatural/power-based academies.

Only a Few (0 AP) This school will be more selective with students, and only a few students are here. Either you managed to pass a hard entrance exam, or just went into a lesser known school, there are fewer students here than a typical high school. An upside is that you'll manage to know them more personally, at least?

Romantic (0 AP) Jumper, don't you have a love interest yet? A girl or boy will catch your eye pretty soon. You can woo them and get them to befriend you, and turn them into your boy or girlfriend, and in your last year, you can marry them to make them officially your wife or husband. Just so we're clear: this doesn't give any lose condition, if you fail your interest, you don't lose the chain. Also, you can import your boy/girlfriend for free, but they will count as a purchase of *Best Friends Forever*.

Assignments (50 AP) More assignments will be given. That's it really. The only reason this is even a drawback in the first place is because people hate assignments.

Harsh (100 AP) Teachers will punish harshly. They will still be fair at least, but if you actually are guilty of breaking school rules, you will be punished a lot. Can be physical pain or some other punishment.

Rivalry (100 AP) In your first year, you will encounter a student who becomes your bitter rival. You two will fight against each other, and the atmosphere between you can become very tense. They'll also be of the same background you pick.

Student's Obligation (100 AP) You will be obligated to improve your studies. With this comes a lot of studying and less free time. Use your free time wisely.

Disliked (150 AP) Cannot be taken by Nerds. The teachers don't like you. Maybe you have done something wrong, maybe you are very rude, but whatever the reason is, they will be harsher to you.

Unfriendly (150 AP) Cannot be taken by Social Butterflies. People just are inclined to move away from you and dislike you, for some reason. They won't be spreading rumors or anything, but they'll just steer away from you when they can.

Physically Weak (150 AP) Cannot be taken by Jocks. No matter what physical activity you take in, you're going to be weaker than most. You are not unhealthy, just physically weak.

The Target (150 AP) Cannot be taken by Delinquents. A delinquent student marks you as their new target, and will do anything to shame you. **Anything.** Be careful, suicide or being murdered will still end your chain, and you will probably fall into deep depression when you are targeted...

• Updates •

1.0 (Sept. 20, 2019) Initial Release.

1.1 (Sept. 20, 2019) Day one fix to nerf *Infinite Strength* from being an unstoppable force to just being on par with the greatest of your age, and added a note to the Companions and Drawbacks sections. Thanks to everyone who mentioned stuff about that absolutely broken thing.