

The Faculty Jump

Version 1.0.1

These six students are about to discover their teachers really are from another planet.

THE FACULTY

-A new science fiction thriller-

From the director of *Desperado* & *From Dusk till Dawn*
Screenplay by the writer of *Scream* & *Scream 2*

[illegible]

ON DECEMBER 25th, SCHOOL'S OUT FOREVER

Welcome (back) to highschool, Jumper. You aren't the only visitor from outside of this world to be arriving. You see you are entering the world of the late 90s alien mind control parasite invasion film, in the vein of Invasion of the Body Snatchers or; given there are no pods, but instead aliens that thrive on wet, humid environments taking control of human bodies as parasites maybe more Heinlein's The Puppet Masters; the film directly discusses similarities with both.

Either way you will be entering the Invasion of the Body Snatchers for the MTV generation, or maybe the Breakfast Club meets the Body Snatchers. And to help you fit in, and decide your role in life take these:

+1000 CP

Maybe they can keep you safe. Or help you take over the world. You do you. By default you will arrive the same day as Marybeth.

Location:

The movie takes place in the small town of Herrington, Ohio. Primarily it takes place at the highschool Herrington High. You will be arriving at Herrington High as one of the students, barring drawbacks.

Age and Gender:

You are of highschool age. 14+(1d8/2) years old. Or well if you don't want to roll choose a highschool grade and an age that works with it. This is highschool in the late 90s so I can't say your gender doesn't matter, but you can choose it freely. Be the same as usual, see how highschool might be different as the opposite, do as you please.

Origins:

Well what sort of highschool student are you? Your choice here will determine what perks you have discounted. You get a 50% discount on all associated perks, and the associated 100 CP perk for free.

The Popular Kid: You're one of the popular kids. Maybe you're part of the football team, or a cheerleader.

The Outcast: You're one of the less popular kids. Maybe you're the scrawny geek, the sci-fi reading freak who preemptively rejects the world to avoid being rejected, or the school drug dealer held back for 2 years despite being a genius.

The Criminal: You're the one selling drugs and fake celebrity porn out of the back of your car. Or maybe the one buying it.

The New Kid: You're not from around here. You're from somewhere really *different* like Georgia or another world. You don't have any connections or family; maybe you should start making some new friends.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Attractive (100): You look good. You have the sort of looks to turn heads, and as one might say: get by on them. Whether the cute southern belle, the elegant head cheerleader, or the dangerous bad boy, you are attractive enough to get attention and influence behavior just from your appearance. And you won't even need to spend 72 minutes fixing your lips just right.

Popular Kid Perks

Alpha Bitch (100): When you're the popular kid at school it is important you know how to put down the other, less popular kids at school. You are good at coming up with insults, barbs, and snark. This also helps you to come up with ways to bully people if you desire.

Always Been Good at Football (200): You are naturally athletic. You are generally very fit, at the top of what could be expected of a high-schooler. Whether it's strength, endurance, agility, or even your immune system you're well above average. On top of that natural fitness you particularly excel at sports, quickly grasping their concepts, rules, strategies, and how to not only play them but how to win them. Maybe this could get you a scholarship.

School Queen (400): You really are the popular kid. You're good at maneuvering in social systems, and making yourself likable. You can quickly seize upon what behavior is linked with rising, and becoming popular, and how to manipulate and maneuver within the existing system. This is coupled with enough charisma to make it easy for you to get people to like you. You might come off as something of a bitch from an objective eye, but you know how to seize social power and use it.

You Picked the Right Week to Quit Football (800): The school faculty has just been taken over by alien parasites and are now taking over the student body starting with the most influential kids first? Well it's a good thing that you decided to quit your position as star quarterback and make yourself a pariah yesterday. Or maybe you end up in the school faculty lounge just in time to hide out and see two of the teachers attack and parasitize the third. You are lucky. While this is at its best at helping you discover or avoid threats you are as of yet unaware of, giving you a good chance at receiving a warning before it's too late, it will apply to your life in general. Things go a bit better for you, and a bit smoother.

Outcast Perks

I Don't Think a Person Should Run Unless He's Being Chased (100): Well given events that are about to take place at Herrington High you might end up thinking it's time for you to run. Thankfully when you should run - that is when you are being chased - you will find that you run very well. Not only are you a faster runner than would be expected from your build in general, you will find that when you are being pursued you get a substantial boost to your running speed.

My Security (200): How do you avoid being hit on, or having to deal with your peer group in general? Spread the rumor that you're a lesbian. Or just take this. You are able to easily give off cues that tell people to leave you alone. This won't work on everyone, but most people will get the clue just from the frigidness of your body language and steer clear when you want them to. This works at its best when it comes to turning aside unwanted romantic attention, for most people you won't even register as a possibility, and you do not need to fear your act of kindness being mistaken as a sign of romantic interest... unless it was. You might still encounter people who are willing to force their affection knowing it won't be reciprocated, but most undesirables will be able to take the hint.

Crossing Cliques (400): The weird girl and the jock-tired-of-the-football-team find love, the unattractive geeky guy gets the head cheerleader, the drug-dealing almost drop-out might even have gotten the hot young teacher. Opposites seem to attract, and social groups have no true meaning. At least when it comes to you. You find it easy to make friends outside of your social group, and to get accepted by new groups without having to fit in. You'll still have to give them something on a social interaction scale, but you will find that you are easily able to overcome the stigma of being 'different', as well as find commonalities between you and others regardless of what might separate you socially.

So How Does It Feel to be a Hero (800): You did it. You saved the school. You ran, you fought, you were a hero. And now things go back to normal... except like in the Hero's Journey you go back to a new, better normal. The kids of the story got the happy endings they fought for, all of them found a new place in life where they were happier. And you now carry something of the same with you. When you are a hero, someone who puts in hard work, effort, and struggle not for personal gain but to survive a threat or to protect others, you will find that the universe seems to provide you with a karmic reward. It might not be the reward you are looking for, but you might find love, wealth, fame, or a new outlook on life. Whatever it is it will scale to the hardship and struggle you put in, and be of benefit to you if not in a material way then at least in making your life happier.

Criminal Background:

Combat Driving (100): This won't help you - much - in a demolition derby. What it will do is help you when it comes to trying to drive, or pilot another vehicle, while being attacked by an alien possessed teacher. Now to be fair he was in a parking lot without any traffic, but he was pretty close to those school buses. You find it easy to drive while distracted, whether that's because of a cell phone, being attacked, or because you're scrambling for drugs on the floor board, as long as you can keep your foot and one hand where they need to be you should be mostly fine.

Appropriate Relationships (200): Student hitting on the teacher sexual harrassment, teacher flirting back inappropriate and a sign of alien possession, teacher no longer possessed being implied to now be dating the student? Inappropriate, abuse of power, conflict of interests, and... completely ok. At least when it comes to you. You can date, or romance, who or whatever you want and society just doesn't seem to care when you're involved. Sure a teacher shouldn't date a student - even one held back twice - but it's fine if you're one of them even if you weren't held back twice. You're a drug dealing high school burn out? Well people won't even quirk and eyebrow at you being with the southern belle good girl, or fear you're corrupting them. Your relationships are apparently above judgment.

I'm a Contradiction (400): How did you get held back in school? Just how much did you not care to try? You are probably a genius. You can quickly get to the point and the heart of literary works, can make your own drug lab and concoct your own custom drug in your garage, identify traits that an alien species shares with terrestrial species at a quick glance in a microscope. And this is only your starting point. You will continue to learn and absorb new information at an enhanced rate. You really are something of a genius, now if only you would apply yourself.

In Theory (800): So erm... what part of it being a parasite implies that it has some sort of hive mind where if you kill the queen it will destroy all the others? That's not exactly a normal trait for parasites, and sure this was supposed to be the genre savviness of the sci-fi reader but in both *Invasion of the Body Snatchers* and *The Puppet Masters* who you referenced as your main sources for this stuff they did not have a single controlling queen.

Well apparently you are able to jump to conclusions. Accurate ones, mind you. Sometimes you will just know things. Starting off with a bit of information, and tropes from fiction you can figure out information that you should not be able to obtain from

either of those sources, and still be accurate and correct. You need some flimsy excuse for you to come to this conclusion, but with that you can just sort of guess and be right. This won't happen all the time, that'd be boring, but you will know when it is happening and you can expect it to happen weirdly often.

The New Kid Perks

Cheerful Sunshine (100): You practically bleed a sort of sunniness. Maybe it's southern hospitality and politeness or maybe it's something else, but when you act happy it seems to help others feel happy as well, buoying the morale of those around you. This isn't anything supernatural, just when you smile and act cheerful and happy others will respond to it a bit more than they normally would. And the key word here is act; it doesn't matter how you actually feel as long as you put on the outward display.

Fitting In (200): When you go to a new place it can be pretty important to figure out how to act so as to fit in. Thankfully you're an expert. You are able to quickly pick up on what behavior is required to fit in with a group; unlike School Queen this isn't how to take it over or obtain influence over it, just become a part of it. More than just acclimating to new groups, though, you're good at acting. You'd make a skilled actor/actress if it came to it, because you are very good at faking emotions and behavior.

Puppet Master (400): You don't seem to be quite completely human. You are in fact an alien from a watery world. A small slug-like creature approximately the size of a finger, though able to squeeze through a human ear, you are able to enter the head of another living creature and infest their body, extending tiny tentacles throughout their nervous system and taking them over completely. You still have access to their brain, so you can access all their knowledge and everything in there, but you don't really need it as you can continue to control their body despite a gunshot through their forehead. In fact you can continue to control separate parts of your form from afar as demonstrated when one of your fellows lost his fingers and they began to crawl about on their own, and another was able to reattach its head as the parasite kept their brain alive, their body animate, and then seemingly stitched it back together with their tentacles for long enough for it to heal. You seem to be able to help your host heal at an accelerated rate in general, as a cut up cheek was mostly healed by the morning after and healed as if it had never been there by the next evening, and a host that was repeatedly stabbed before being infected at the start of the night was completely healed by the end of the next school day. You are also able to extend larger tentacles, in case you need to sprout new appendages to move after your host is decapitated.

You do have some weaknesses. Specifically you seem to have come from a world of freshwater oceans, as you require an extremely moist environment, forcing your host bodies to guzzle water to avoid drying out and drying out quickly without a host. And you need to avoid diuretics as anything that dries out your host body can drive you out or even kill you.

You can take over other bodies, and you can even take over the body of one of your other alt-forms wearing it as your host to get the benefits of being host to a separate nervous system spread out from some brain-infesting slug creature.

You are not a queen, however, and as such while you can produce more parasites of your species they will die immediately due to not being connected to the hive mind. You are thankfully immune, able to survive without the hive mind.

Post-jump this becomes an alt-form.

Queen Bee (800; requires Puppet Master): Oh... so you know how **Puppet Master** said you were not a queen... well it appears that it's rather wrong because well you are a queen, maybe the queen if you'd like to replace Marybeth in that role.

As the queen bee, you are the center of whatever hive mind these aliens possess. And they do seem to possess one, as they were able to coordinate actions without speaking. It seems to be a limited one. Full information sharing seems very unlikely from the events shown, but there was definitely some connection involved at least with the queen as they all die when she dies and she seemed to be able to give them unspoken commands, and as the queen you are the central nexus for it all. This also means that those offspring you produce, or your offspring produce, will not simply wither away and die as long as you are alive. You can in fact begin to infect an entire world if that was your goal. And the alien parasites reproduce rather quickly, it only took a day and a half to take over a school, and was implied that it'd not take much longer to take over the town and beyond.

Of course as a queen you're a little different than the common slugs. See you are able to completely change your body into a massive sea creature. It can't quite be called a slug, slugs don't have fangs or tentacles used to propel themselves through the water or over land. Still you can change into a form significantly larger than a human, and strong enough to survive being trapped by bleachers mechanically retracting - though not strong enough to quickly burst out of that - and to lift and slam people down with relative ease. It's likely you are fairly resistant to harm - if you can spread through another creature's nervous system with fast growing nerve tentacles you can probably grow ones to help control your body despite damage, but I'd not suggest risking high explosives still. And you are still an aquatic creature. While you seem to be capable of surviving out of the water longer than your spawn, and in fact the queen wasn't guzzling water like the other infected, you are still vulnerable to desiccating or diuretic agents while in this form.

Post-jump this becomes an alt-form, though you can still maintain the hive while outside of this form (you won't typically be reproducing more though unless you're in the form granted by **Puppet Master**).

Items:

No discounts on items. You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Bottled Water (100): Here it is 120 bottles of pure water replenished daily. At 16 oz a bottle this is 15 gallons of water, which ought to be plenty for one, or even 9 people to drink.

You want more? Fine each time you purchase this item instead of getting another 120 bottles you get to add a 0 so that with 2 purchases you get 1,200 bottles, or with 3 purchases 12,000 bottles (1500 gallons). Maybe you could use it to irrigate crops, or with enough purchases hydroform worlds? Probably not, even at 80 trillion gallons a day (the amount from 16 purchases) it'd take a century to double the amount of water on Earth... but then again that's a lot of water.

Car (100): This is an ordinary car. Well ok, you're paying CP for this so it will refuel when not in use, will automatically maintain and repair itself over time, and if destroyed will be replaced within a week, but otherwise this is an ordinary car.

Flask (100): This flask contains some kind of alcohol. You can even fill it with one of your own, though any special properties other than being alcoholic will be lost. Once you drink what comes out of the flask it will begin to refill itself with whatever alcohol was put into it last, taking about an hour to fully refill itself. This might just make highschool bearable.

Garage Chem Lab (100): Though mostly intended for making rather simple drugs, this garage chemistry lab could be put to the task of making other drugs or even other chemicals.

It's a Gun (200): This is a Colt Detective Special, a .38 caliber, snub-nosed pistol designed as a concealed weapon for plain clothes detectives. You will find that this pistol has several special advantages. First is that it does come with resupplying ammunition, reloading itself over the course of several minutes. Second it seems to have something that assists your aim, it won't make an untrained novice a sharpshooter, but even if you've never used a gun before you'd be able to hit someone's head in point blank range. To help with this, the gun has more stopping power than it should, hitting with enough force to knock someone off their feet. Finally it is a concealed weapon and you will find that it is easier to conceal than it should be, people having a tendency to overlook it; this

alone won't stop a thorough search, much less a metal detector, but if you have other means to conceal it, you will find them more effective due to this quality.

Magic Dust (300): A stockpile of Zeke's scat. Mostly caffeine and some other household chemicals, it can cause the taker to tweak out while having diuretic effects which serve to dessicate them making it deadly to the resident aliens. You get a few dozen doses, replenished weekly, and this won't just tweak you out when you take it. Because you're buying it with CP the drugs will cause other possessing or body hijacking entities to have a rather bad reaction to the drug. It won't necessarily kill them, but it will cause a violent and very noticeable reaction; with the more vulnerable parasites this might also still kill them, and it can drive out the weaker possessing spirits entirely. And it works on creatures which like the pod people from *Bodysnatchers* or the titular Thing from *The Thing* don't actually inhabit the body but create a replacement for it. You are immune to the drug's special effect if you are a body snatching parasite or a possessing spirit.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Early Arrival (Toggle): Maybe you'd prefer to start before the start of the film? Well feel free to begin up to a year early and reduce your start age by the same amount.

Short Stay (Toggle): Even with the epilogue this film only lasts 1 year, if you didn't take **They Win We Lose** you can reduce your time in this jump to only 1 year after the start of the film.

Back to Highschool (+100): The heroes of the film are highschoolers one and all, but how would you really be one of them with your decades, centuries, untold aeons of experience? You will find that your emotional maturity is reduced to that of a highschooler, and that you are fully affected by the hormonal nature and behavioral patterns of a highschooler. You still keep your memories, but you have regressed to highschool as far as behavior and maturity are concerned.

Desperate Crush (+100): You have a crush on someone. They will never reciprocate it. And unlike Casey you can't get them to just by saving the world. While you may eventually drift apart from them, you will find yourself developing another equally hopeless crush immediately after.

Faculty Member (+100/+200 CP with Unaware): Congratulations you are no longer a highschool student. You're part of the highschool faculty. Not only do you have to not get fired during your time here, and put up with teaching highschool for at least a year, you are among the first targets for the invasion, so if you take it with Unaware you get a bonus 100 CP.

Your starting age is increase to 25+.

Held Back (+100): You were held back a year in school. Beyond that you have a reputation - perhaps well deserved - for being a slacker, prone to messing things up, and just sort of a bad influence all around. You would be suspected by everyone of dealing drugs at school... and they might be right. Increase your starting age by 1 year.

Unaware (+100 CP; incompatible with Puppet Master): Knowing who the alien queen is from the beginning is just sort of well it's almost cheating isn't it? Well this will just strip you of all of your meta knowledge and memories about the setting and events of the jump.

Been Labeled Pathetic Since 1st Grade (+200): You are, in a word, not cool. Maybe even lame. Let's be fair you come off as rather pathetic. People will naturally see you as unlikable, and not worth their time. Well at least other than your enemies, they'll still fully recognize you as a danger if they would have without this, but you can expect everyone - even your normal companions or followers - to see you as the lame, awkward one no matter how cool or attractive you normally are. And unlike Casey you can't expect to change this just by saving the world.

There's Just No Money (+200): Sorry, Jumper, we just can't afford all your neat little gizmos. Any properties, items, followers, vehicles, or pets you have from out of jump are unavailable to you, as is your warehouse. To make matters worse you can expect financial problems to ail you the entire time you are here, forcing you to scramble for a paycheck or cash one way or another.

Thirsty (+200): You're drinking a lot of water, are you alright? You now are prone to deadly levels of dehydration, like a person infested by one of the creatures of the film. You have to drink far more water than a normal human would, and diuretic drugs could prove deadly to you just like one of the creatures. And if you are one of the creatures yourself? Well better hope you know a good aquarium because your water needs has just skyrocketed still further, to the point that you will need to submerge yourself nearly constantly in a source of freshwater.

They Win We Lose (+300 CP): Welp it seems things have changed a bit. It's too late to stop the invasion. Not only is Marybeth not the only queen - there's dozens, maybe hundreds - the queen isn't actually necessary, the parasites will survive without one and a new queen will emerge given time. Of course the bigger thing is everyone is infected. Every human, and even many terrestrial animals have been infected. The only exception is yourself and some of your companions. And the creatures? They know this and they see you as an extremely dangerous threat to them and their life and will be trying to infest you or get rid of you permanently. Oh, and if you took **Puppet Master** or **Queen Bee** you're not part of their hive, you, and any hive you manage to found, are considered a dangerous rival to be destroyed.

Taken with Unaware you will forget you took this drawback, as well as the aliens in general... good luck.

Outro:

Did you enjoy your year or decade here? Well let's hope you did, and that you survived your time here. As long as you haven't failed your chain it's time for a choice:

Dropped Out: The multiverse is a scary place, nothing like the seas of home. Return home and end your chain.

Held Back: Did Henderson grow on you? You can stay in this world and end your chain, remaining here until the end of your days.

Undergraduate Studies: Done with highschool? Ready to move on to bigger and better things? Graduate from this world and move on to the next one continuing your chain.

Notes:

Jump by Fafnir's Foe

In Theory is mainly based on Stokely (Freak) not Zeke (Criminal), but Zeke had elements of it as well (though better excuses... unless his 'they're incomplete' was supposed to be saying they were a hive organism) and Casey (Freak) gave a capstone that... honestly could be applied to any of them. It just felt better to put it on Zeke than the one about being the hero in the end on Zeke.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Removed a line in items discussing origin based discounts that had been left in from the template (there are no origin associated items ~~since Zeke had all the items~~).