

OOO Parenting Supplement

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Well now, it seems like you've decided to take one of the biggest leaps in a person's life, and become a Parent. Or perhaps you stumbled into it via adoption or through getting a partner of yours or yourself pregnant, and you want to be more confident in your time as a Parent.

Regardless, welcome to this Out of Context Supplement for Parenting! You can add this on to any Jump you want, and this will not affect the terms of that Jump in any way (bar taking the "Full Parental Experience" Drawback). You cannot use CP from this Supplement for that Jump, nor can you take CP from that Jump to add to this Supplement.

As such, this document will impose no starting time or length of Jump on you, as that is outside of the scope of this Supplement.

However, as always, you will need some resources to get started, so here you are!

Gain 1000 CP

Origins

Firstly, we have the Origin Section. As this is a Supplement rather than a full Jump, these are more representative of the Role you are looking to lean into or learn about through this Supplement.

Things such as your starting Age or Gender, as well as whether or not you are a Drop-In, are outside of the scope of this Supplement, and as such are to be determined by the Jump this is being used alongside.

Biological Parent: The most "standard" path amongst the average person, although perhaps not the most common amongst Jumpers like yourself. This Origin focuses on raising children that are naturally born to yourself and your partner(s), and ensuring that said children are healthy and can excel.

Adoptive Parent: This is the path that is, to my understanding, the most common amongst Jumpers. Even if one doesn't end up producing children of their own, they will almost certainly

end up taking in a child or two over the course of their many adventures. Thus, the path of adoption is one that many will want to be well versed in.

Matron: There's normal adoption, and then there's this. Whether or not you actually intend on giving up any of the children under your care for adoption, you have (or plan to have) enough children under your care that people will assume you are running an Orphanage anyways. This is the route for those that, rather than just a few adopted children like the Adoptive Parent Origin, plan to take in basically any child in need they lay their eyes on. Which, considering the eventual capabilities of a Jumper, can grow to be an astronomical amount of Children.

Perks

Now, we will start with the Perks. These are the abilities that will make up a significant portion of what you will be obtaining from this Supplement,

As a reminder, if something states that it is Free, then it costs nothing. If something states that it is Discounted, then it is 50% off.

Additionally, take the following:

Gain 300 CP for Perks Only

General Perks

Parenting 101 (Free): This is the absolute minimum of what you are here for, so I am not going to make you pay for it. You are now, objectively, a decent parent. You know how to take care and raise a child in all parts of their life, and how to properly raise them to be a good person. You are aware of proper methods of resolving things like tantrums or bad behavior, and especially aware of the sort of things you should never do under any circumstances. You may not be the best parent in the world, but you are undeniably competent at it, at bare minimum.

Social / Legal Acceptance (-100 CP): As it turns out, it can be rather difficult to justify your family dynamics in the eyes of society over the course of many jumps. If you have half a dozen partners and over a dozen children of varying ethnicities and appearances, it can be rather hard to get those around you to accept that, especially if you don't want to spend over half of your budget on importing all of them into your backstory every time. With this Perk, however, that is no longer an issue. Whether they are imported into the Jump or not, you and your family dynamics will be seen as perfectly morally acceptable and legally allowable. You can choose to make you and your family relationships literally and retroactively legally acknowledged as well. Additionally, you can choose to make it so your family dynamics are either a blindspot to others,

or have the laws and general moral framework of the world itself change to make your family dynamics be something that is both legal and morally acceptable. Lastly, you can choose to import your family members into the backstory and world of all further Jumps for free. However, to be absolutely clear, if you import them via this method, they do not get a build or CP. This is purely to work your family into your backstory in later Jumps.

Training Wheels (-200 CP): Children aren't born with inherent knowledge. As a result, they have to trial and error their way through learning many things, and they can end up hurting themselves or others unintentionally as they try to figure things out. However, this can get especially dangerous when said babies have superhuman abilities, or even inherent magical abilities. This Perk, however, helps mitigate this issue. By having this Perk, it passively prevents your children from harming themselves or others with their powers and abilities while they lack control and understanding of them. This will slowly fade over time as they grow up and gain better control over their abilities, completely ceasing to affect them once they reach their age of adulthood in whatever species they may be. There is no range for this Perk, as it applies universally and cannot be detected, coopted, or interfered with. That being said, this Perk will also allow them to inflict damage to others in self-defense should they find themselves in a situation where that would be required. So, you don't need to be concerned about this unintentionally causing your kids to end up in a bad situation.

Familial Unity (-400 CP): Family should, ideally, be close and look out for one another. However, such bonds can not form, be abused, or have love turn to hate. For as much as people can love and rely on their family, it can also become the greatest enemy of a person as well. This Perk is to help prevent those bad outcomes. Now, you have a supernatural ability to help family members work out problems between each other, come to mutual understandings, and make stronger bonds. Be it marriage counseling with your partner(s), helping resolve disputes between your own children and/or in-between you and your partner(s) and your children, or even assisting people completely unrelated to you in their own familial problems, there is a wide variety of situations where you can use this to help people resolve their problems within their families. And, of course, if someone is explicitly in the wrong, such as an abusive Parent, this Perk will help you drill into them that they are wrong and every way they have been wrong in a way that they cannot help but understand and accept as true.

Parenting Guru (-600 CP): Parenthood is something that can come to the lives of many. It is basically guaranteed that you will either run into someone who has recently become a Parent, wants to become a Parent, or even having one of your own Children that has grown up. All of which would likely want (or not want but need) advice on how to actually be a better Parent, and, with the Perks you have obtained here, you are certainly at least a decent example. That said, normal advice can only do so much when you do have literally supernatural Parenting Abilities. That's where this Perk comes in however. Now, you can grant a copy of any Perk you have taken in this exact Supplement and no others to others through lessons on how to be a better Parent. The more expensive the base price of a Perk, the longer it will take to teach them. "Parenting 101" can be given in an afternoon, but something like "Always Time for You" could take a few weeks to truly teach them. If you want, you can also choose to only give them part of

a Perk or intentionally restrict its capabilities, if for some reason you don't trust them with certain parts of the Perk but still believe it is important for them to have.

- Note: Yes, you can teach others this Perk as well. The same restrictions to what they can pass along with their copy still applies.

Biological Parent Perks

Planned Parenthood (-100 CP, Free for Biological Parent): If you are planning to be a parent to children born of yourself, the first step of that process is, well, getting those children. However, as you travel across various worlds in your Jumps, you may find yourself coming across partners that you would not be able to create children with, or conversely want to be able to participate in actions which can create children without gaining more of them at this point in time. This Perk is to assist with that. Now, you have gained the ability to control your fertility. This allows you to successfully have kids (or not have kids) with any other partner regardless of if that should be physically possible, and also shields both parties from any negative consequences from any act of procreation through any method. Additionally, this Perk ensures that any pregnancies experienced by yourself or your partners experience no complications whatsoever. Whether you currently want to have children or not have children, you can be sure that things will go without issue and you won't have any unexpected complications from now on.

Full Inheritance (-200 CP, Discount for Biological Parent): When it comes to having children, they can unfortunately end up with inborn conditions or hereditary traits that can be detrimental to them. And this is apparent even within children whose Parents are the same species, let alone what can happen with more unusual pairings. However, you no longer need to concern yourself with such things. By taking this Perk, your children obtain the best possible combination of Physical / Spiritually Inheritable Traits from both Parents, and suffer no negative / detrimental inborn conditions or hereditary traits. This also includes Perks that passively grant you traits, physiology, or even access to power systems that would normally be passed down, such as Magic Circuits from the Nasuverse or Chakra Coils from Naruto. Basically, if it is something that would make sense to be able to be passed down, this makes you able to pass them all down to your children, have it all mesh perfectly with no strange overlaps or interference, or cause any issues within them. Lastly, you can intentionally choose to hold back some traits or perks, if that is something you would want to do. You could have this manifest as them simply not receiving those traits or perks, or have them only manifest or awakening later in their life, perhaps as a safety method. If you plan to use this last part, though, I would recommend discussing whatever you plan to do with your partner(s) first. Just to avoid interpersonal troubles.

- Note: This Perk is capable of passing itself down via its own effect.

When I was Your Age (-400 CP, Discount for Biological Parent): Children, no matter how smart they may be, can't learn everything on their own. Rather, a significant part of being a parent is teaching your children various things about life. And, as your children, they almost certainly possess a variety of abilities that you do, and very likely will want to learn many of the same

skills that you possess. This Perk will assist you with this. Now, you have been granted an x5 Multiplier on training others in powers, abilities, or any other subject that you also possess and have more experience in / know more about than them. Be it the speed of learning, their understanding and comprehension of the material, the retention of what has been taught, or any other aspect, it will assist in all respects. This does, as it turns out, have general usage in teaching anyone, but you're generally more likely to get much more use out of it with your children than with others. Although, if you are sending your children to normal schooling, do expect to get many complaints about how worse they all are as teachers compared to you.

Eternal Link (-600 CP, Discount for Biological Parent): A child of yours doesn't stop being yours after they are born. However, as a Jumper, your biology and general capabilities can update as you progress on each link in your chain. This Perk is to allow your children to maintain that connection. Now, whenever you gain any new (positive / not Drawback Initiated) genetic or physiological trait(s), it is automatically passed down to any of your existing Children. If you possess the "Full Inheritance" Perk, this will also grants your existing children anything new you obtain that the Perk would allow you to pass down normally. Additionally, all of your children also gain access to their own version of any of your Alt-Forms, although you do have Veto powers as to what that can access. This Perk allows an additional kind of Inheritance: That of your possessions. Any of your children, so long as they have your permission, can use any of your items and receive the same benefits and power from them as you do, no matter what kind of restrictions they would normally have. Additionally, all of these effects work in reverse. If any of your children gain a new positive genetic or physiological trait(s), the ability to transform into some new creature or form, or gains special qualifications to wield some special weapon or access to some special area, that flows back into you, granting you that as well. Then, it consequently flows back down to all of your other children by the main effects of this Perk. No one gets left out this way.

Adoptive Parent Perks

Reach Out your Hand (-100 CP, Free for Adoptive Parent): In order to be able to adopt children, you need to be able to find kids that want (or need) to be adopted. This doesn't mean creating the situations where they would need to be adopted, obviously, but rather being able to recognize when children are already in those situations, and being able to successfully reach out to them. And by taking this Perk, you have gained an enhanced ability to do so. Now, you literally have a supernatural ability to perceive when someone else is in a negative home / family situation, as well as being able to generally understand the cause of that situation and if they would be open to and/or need to be extracted from that situation. Possibly via adoption, if said person is a child. Additionally, this grants you an enhanced charisma when dealing with people from those backgrounds and/or are in that kind of situation. This works especially well when trying to get them to accept your help, forming bonds and/or trust with them, getting them out of that situation, and possibly getting them to accept being a part of your family afterwards. This won't make the process instant or without difficulty, as it isn't mind control, but it should

make it easier for you to successfully reach your hand out to those that are suffering, and help them reach a better place.

Blood Adoption (-200 CP, Discount for Adoptive Parent): It is one thing to take in a child, but for some, the inherited traits that they received from their biological “parents” may make them feel like they don't belong or serve as an unpleasant reminder of their past. Or perhaps they could simply wish they were your “real” child, despite your repeated affirmations that your relationship is already real. This Perk is to help those children. Now, so long as all parties consent to the process, you can replace / override some or all of their DNA with that of your own, and possibly with some of your Partner(s), if desired. This could be partially, with you replacing one of their “parents” and/or making it so they have more than two genetic donors, or completely replacing their genetics all together, making them your child completely. The extent to which this changes them and their form is up to you, but no matter what you pick, they will suffer no negative consequences or conditions from this whatsoever.

- Note: This does combo with “Full Inheritance” for what you can pass down to them, should you also possess that Perk.

It's Okay, You're Okay (-400 CP, Discount for Adoptive Parent): Children that are Adopted almost always get adopted due to being in bad situations beforehand. This isn't always true, as a kid could simply be abandoned at an orphanage and have a good life there. However, generally, a child either needs to lose their parents, have their parents be so bad that they no longer deserve custody, or have some other kind of tragedy happen for said child to be eligible to be adopted. This can, as you may imagine, cause trauma. Nightmares, lasting psychological impacts, and learned behaviors and life “lessons” that are unnecessary at best and harmful to themselves and others at their worst, just to name a few. By taking this Perk, you become very adept at dealing with these. You are, quite simply, a fantastic therapist. This grants you knowledge and techniques for every field, but you specialize in helping children and young adults, especially with dealing with issues caused from their home life or lack thereof. This does not, to be absolutely clear, make the process instant or pain free. However, you are now one of, if not the best, therapists in existence for this kind of thing. You can also have this come with a degree and established position within the field in this and any or all following Jumps, if you want. Additionally, this Perk has a second effect. Those under your care, or that you are treating if you are being a professional therapist, have a greatly lowered chance of people and things from their past trauma and/or abuse from showing up, finding them, or interacting with them. Even if those things are actively trying to seek your charges out, there is a passive probability manipulation effect occurring to make those things a 10% chance of showing up at the absolute most likely. Things will simply occur to keep them separated in the majority of cases, unless you would want to turn this off. Like say, if you wanted to have a confrontation with an abusive Parent that is still trying to regain custody.

Heal All the Pain (-600 CP, Discount for Adoptive Parent): There are many people suffering in the world, and the children you have taken in are some of them without a doubt. You may not be able to help everyone, at the moment at least, but you can at least help them. While “It's Okay, You're Okay” is more about their mental health, this is about their physical. By taking this Perk,

you become an expert in anything and everything healing. By default, you gain the skills and knowledge of a general practicing Doctor as well as a Nutritionist, and just like in “It’s Okay, You’re Okay”, you can choose to have this come with a degree and established position within the field in this and any or all following Jumps. However, even if your Main Jump is one of the most mundane worlds to exist, you now also possess an immensely powerful Healing Magic. This can cure any physical injury or condition short of Death Itself, any lingering effects like curses or poisons, and can cure things like Cancer, Genetic Deformities, Amputations, Scar and Burn Tissue, and so on. It can even change the gender of the recipient if they possess gender dysphoria and would be more comfortable in a different gender (assuming consent, of course). The only downside is that it is very draining to use when healing more severe injuries. You can use this to solve malnutrition, but don’t rely on that long term. You were given the skills of a Nutritionist as well as those of a Doctor, so you should be able to keep your children healthy from that point onward through more mundane means.

Matron Perks

Matron’s Discerning Eye (-100 CP, Free for Matron): Part of the point of an orphanage, notionally, would be to have people adopt the orphans that are cared for there. That said, you aren’t required to do so by any means. If you want to keep all your children, you are absolutely free to do so. Still though, as a part of that process, it is very important that you are only giving away children to those that would properly care for them. By taking this Perk, you have gained an exceptional talent for this kind of observation. While this Perk does give minor bonuses to your general perception, that isn’t really the point of the Perk. Rather, this grants you a supernatural ability to perceive the intentions of those who would want something with those under your care, be it adoption, recruitment into some agency, or even romance once they grow to be that age. While you can’t literally read their mind, you may as well be able to for as much as you can perceive with this as far as their plans, intentions, and even general habits that could affect your charges later on, even if they themselves aren’t aware of them. There is no way for anyone, though any method, to hide information from you or mislead you through this Perk, and you can turn this Perk on or off at will.

An Orderly Home (-200 CP, Discount for Matron): Past a certain number of children and space, it can grow beyond one person’s abilities to clean and organize everything. After all, children often make messes, and tend not to clean them up. Well, except for your Children. By taking this, Children under your care will find themselves developing habits to generally avoid causing messes, cleaning up after themselves, and maintaining good personal hygiene. This does, additionally, slowly grant them knowledge and skills so that they are doing such things properly, even if they are never actively taught. That being said, this only rises to the level of developing healthy habits in regards to self-care and ensuring that their environment doesn’t become a mess or a health hazard. This doesn’t force OCD or Germophobia on them, or anything similar, nor will they gain a compulsion to clean up everyone else’s mess. This is meant to help them, after all. Lastly, you can turn off or dampen the effects of this Perk as well.

Place of Virtue (-400 CP, Discount for Matron): The Children that end up at an orphanage obviously don't have the best lives up to that point. No matter if they were abandoned on the porch, were the victims of some tragedy, ran away due to abuse, or simply made some bad decisions, everyone there has a story. Additionally, there are likely enough children at an orphanage that they can spend much of their time unsupervised. This can lead to these children developing bad habits, worsening existing habits or behaviors they already had, or even passing on their poor behavior to other children. However, this is no longer something you especially need to concern yourself with, whether you run an actual orphanage or not. While not to the level of encroaching on Free Will, the children under your care will find themselves trending far more towards virtuous actions, ending their bad and/or self destructive habits and picking up better ones, and just generally find it easier to accept and move past whatever insecurities and issues they may have gained from their pasts. No matter if they had a life of physical and/or emotional abuse before this, had to join a gang to survive, did things line self harm or substance abuse, or anything else, this Perk will help them start a new chapter of their life and forge a better future for themselves. To put this metaphorically, if all of the Children you care for have an Angel and Devil on their shoulders, then their Angel just got significantly louder and their Devil just got significantly quieter. Of course, you can turn off or dampen the effects of this Perk as well, if that is something you would wish to do.

Always Time for You (-600 CP, Discount for Matron): As it turns out, a Jumper who has decided to adopt a mass amount of children can end up taking care of a very, very large amount of children. Enough that, by any rational considerations, some would need to go neglected by a sheer lack of time in the day. However, that's no longer a problem for you. No matter if you have 2 children or 200,000 children under your care, you will always have time in your day to spend at least a few minutes with each and every one of them. This can scale up to a few hours if they have any significant personal issues in their life that they would really want to talk to you about / get your help with. And all of this is done without causing you any negative consequences, causing any additional stress or age, or getting in the way of any of your other plans. Even if linear time has to start weeping in the corner to make it happen.

Items

Up next, we have the items section. This is to provide you with the physical items that you will either need or want in your journey of parenting.

As per usual, all items here cannot be stolen, broken, or lost.

Additionally, take the following:

Gain 300 CP for Items Only

General Items

Parenting Wear (Free): This is a series of plain but durable clothing that is easy to clean and soft to the touch. It isn't very fashionable, but it's perfect for when you don't want to ruin something you care about more when caring for your children.

Parental Leave Funds (Free): As it turns out, having a child is expensive, be it adoption or through birth. You'll want to be able to devote a significant amount of your time and attention to them. This Item is to allow you to do so. By taking this, you are granted enough money to sustain you, your partner(s), and any of your existing children for an entire year in an average home and with moderate food expenses. Granted, it would be recommended that you obtain some other kind of income eventually, but you should be able to put it off for a few months.

Starter Home (Free): In order to raise a child, you're going to need somewhere to live. This is a small, two bedroom home or apartment for you, your partner(s), and your children. If you intend to have multiple children, or do have multiple partners, you will likely outgrow this place quickly. However, this is free, so there's no harm in taking it. This will join your Warehouse at the end of the Jump, and can be inserted into any future Jumps at will.

The Super Van (-100): Behold, the Super Van. In all observable ways, it is just a normal van. However, it is capable of containing all of your children and partner(s), alongside all of their possessions, without any issues and with everyone being comfortable. Even if that means it's bigger on the inside. It also does not need maintenance ever and possesses infinite fuel. Aside from these things, however, it does not have any capabilities that a normal van would not. Be it top speed, turning radius, or anything else. For the most part, it's just a normal van that you can fit your increasingly large family within.

Biological Parent Items

Baby Supply Vault (-100 CP, Free for Biological Parent): If you are going to have children, you need the proper things to care for them. Diapers, Baby Formula, Baby Food, a variety of differently sized baby clothes, and anything else you can think of whose primary purpose is for babies. This even includes things like cradles. By taking this item, you receive an infinite amount of them that you can access through your Warehouse from here on out. You can also sell these, give them out, or break them down for parts if you really want. It's not like you'll have babies around all the time, so you should try and get what use out of this that you can in those downtimes.

Children's Books (-200 CP, Discount for Biological Parent): When it comes to raising a child, there is a lot they are going to need to learn. And, as it turns out, a large portion of the

information they're going to need to know is stored inside of books. By taking this item, you now have a collection of books that contains every academic subject that a child could possibly learn all the way up to high-school level, as well as a variety of fiction books. These come in both physical forms and ebooks, and you possess multiples in both forms. Additionally, while reading from any of these books, the learning speed and reading comprehension of the reader is doubled. With these, teaching your children isn't instantaneous, but it does become easier.

Perfect Play Place (-400 CP, Discount for Biological Parent): Raising a child isn't just teaching them and ensuring they have proper food and clothing. They also need places to safely learn how to move, socialize with others, and just simply have fun. This item gives you a perfect area for that. This is, as the name implies, a play area. One that contains scaling zones that contain fun activities for children of any age or inclination. For the younger children, there's normal playgrounds, sand boxes, and things like ball pits. For the older children however, there is a collection of every board and card game to ever exist (in both normal and giant sized) for the strategically minded, while also containing trampolines, rock climbing areas, and sports fields for the more athletically inclined. And of course, there are locations for infants and toddlers. Naturally, this will become a part of your Warehouse at the end of this Jump. Lastly, as a passive benefit, no one can come to any kind of harm while within this area. Illnesses cannot be contracted or spread, people cannot strain themselves to the point of damage, and, of course, standard damage is prevented. This is a place where children should be safe to play, after all.

Escalator School Campus (-600 CP, Discount for Biological Parent): An Escalator School, for those who aren't aware, is a school (or closely related group of schools) that allow students to maintain a single place of education from Preschool all the way to High-school Graduation or even College Degrees. They usually have high student retention and graduation rates, as students don't have to be worried about not being accepted into their next levels of education, and may or may not be boarding schools. By taking this, you have gained your own Escalator School, which is perfect for providing a consistent education for your children. You can determine whether or not it is a boarding school, but it does contain facilities and educators for everywhere from Preschool to a Doctorate Degree in just about any subject. While you can choose to work at the school in any capacity, by default you are the owner who can dictate the ongoing activities but aren't required to actually do anything to keep it running. All of the staff is loyal to you over anything else, and the school will remain operational and at bare minimum break even in terms of net expenditure. This joins your Warehouse at the end of the Jump, and you can insert it into any future Jumps at will.

Adoptive Parent Items

Adoption Papers (-100 CP, Free for Adoptive Parent): To adopt a child requires a process, usually. Legal processes, documentation, possible lawsuits from the child's previous parents (if they're still alive) and many other issues. This removes all of those issues. This is a sheet of adoption papers. If you and the child (and your partner(s) if you want) sign these papers with a

full understanding of what it represents and fully consent to it, then that's that. You legally, socially, and even mentally have custody of your new child in the eyes of anyone and everyone instantaneously. Any other claims to the child or legal avenues they could use to try and take them from you are now null and void, and they will not try and pursue them or you in any ways. They're your child now, and that's simply a fact.

A Welcome Home (-200 CP, Discount for Adoptive Parent): It can always be hard to welcome an adopted child into a new home. You'll want to make them feel welcomed, yes, but you also need to be sure you don't overdo it and overwhelm them either. This item, however, takes the ambiguity out of things. This is a humble party popper. When pulled, however, it will generate a welcome party for your recipient of choice. This will be perfectly suited to their tastes, and is guaranteed to make them feel at home, safe, and loved. If you are using this for multiple people at the same time, it will instead create the best possible compromise between their varied tastes. The items from the party remain after it is done, and the party popper refreshes after 24 hours, allowing it, and you, to be ready to welcome in another child, whenever that may be.

Plentiful Pets (-400 CP, Discount for Adoptive Parent): People, as a general trend, like animals. That's why people have pets, go to petting zoos, and even make potentially very bad decisions with wild animals. And so, it should be no surprise that your children may want pets of their own. This Item grants you that. For each of your Children, you can select (or have them select) one common-place creature in the world, and have them automatically gain one as a pet. This doesn't have to be a perfectly mundane creature, as you could get your child a Pokemon if you're in that setting, but it can't be something exceptionally rare or powerful. This should be something that wouldn't get a drastic response to owning as a pet, beyond maybe a "That's a weird thing to own as a pet. Oh well." at some exotic options. Furthermore, this Pet will come with them throughout all further Jumps, and will be imported as a new option to fit the above criteria upon every Jump. If that involves changing species, like bringing a Pokemon into a mundane Earth or vice-versa, then they simply gain their new form as an Alt-form. This pet will automatically be tamed and loyal to your child, as well as trained for indoor life, so you don't need to worry about them making a mess all over the floor. They also come with training as both a Therapy Animal as well as an Assisted Living Animal for the disabled, in case you or your children run into those kinds of situations. They will also be hypoallergenic, so you don't need to worry about anyone having an allergic reaction to them now or in any future Jumps. Additionally, all of these new pets are going to need a lot of things to take care of them. Food, Water, Treats, Toys, things like Cat Towers or Dog Beds, Litter Boxes or the like and the materials used for fill and clean them, Medical Supplies, and even Animal Crates / Carriers for if you need to "securely" transport them in public. This Item includes an infinite supply of all of the above, so that doubling the amount of mouths you have to feed doesn't bankrupt you.

Child Protective Service (-600 CP, Discount for Adoptive Parent): As an Adoptive Parent, Child Protective Services may be something you are used to dealing with. This. . . isn't that, though. Rather, this is a Service to Protect your Children, adopted or otherwise. By purchasing this Item, all of your Children have gained a 1-Up that refreshes each year on their Birthday. If they would die, they will instead survive and be safely relocated back to your home. This is given to each of

your children individually, and refreshes individually, with no limit on how many children can be under this policy. This also isn't restricted by the age of your children either. Even after they age to the point where they are no longer children, so long as they're *your* children, they still gain the benefit from this.

Matron Items

Foster Money (-100 CP, Free for Matron): As it turns out, raising a large amount of children can get expensive. Very, very expensive. However, now you don't need to worry about that! For every child (IE, person under the age of majority in their species or is effectively a child) that you are caring for, you receive money. You obtain this money at the end of every week, and receive the same amount of money that you would get from working a low paying full time job during that week, once for every child. So if you have 5 children, you get the same amount of money as if you were working 5 low paying full time jobs during that week. This scales up with however many children you are caring for, with no maximum limit. As a side note, no one will ever notice anything strange about this regular and large influx of money, nor will this ruin the economy (unless you actively want it to do so).

Panic Button (-200 CP, Discount for Matron): An issue with caring for a significant amount of children is that you may not always be able to properly supervise and/or protect them. This item grants you a way to solve that problem. It is, physically, a set of panic whistles / buttons, but the actual physical form isn't important. Rather, this is a system that all of your children have access to. When they feel a genuine fear for their life, or believe they have gotten into a situation they cannot get out of without your help, they can summon a temporary copy of yourself to help them, generally through the use of the safety devices mentioned above. These copies of you possess all of your Perks, Items, and Abilities, but will only act to protect your children, remove them from the situation, and get them to safety. After which, the copy will vanish. With this, you will always be able to be there for them, even if only in copy-spirit.

Kingly Kitchen (-400 CP, Discount for Matron): This is, as you may assume, a Kitchen. Specifically, a Kitchen of variable size and layout that will adjust to whatever is best for what you are making. Additionally, it possesses literally every appliance and cooking utensil that can be imagined, and has as many of them as you may need for your chosen dish. This also includes a Pantry that contains an infinite amount of every common ingredient to exist. While not including specialty goods or ingredients, if you could go to any supermarket and find it, you can find it in your pantry. This will update upon each Jump, and will contain what was available from any previous Jumps where you had this item. You can do anything you wish with these resources, including selling them if you really want. Considering how many children you'll likely have to care for though, you will probably be using this for mass cooking more, though.

Infinite Orphanage (-600 CP, Discount for Matron): If you are planning to adopt a truly large amount of children, you will inevitably have two core issues: Reaching those children, and

housing them. This Item is, allegedly, a physical object. An Orphanage, specifically. However, it's more than just an Orphanage. It's every Orphanage. Yes, this item is an infinite omni-orphanage that is retroactively every Orphanage in existence, and is actively interconnected. No matter what Orphanage you choose to enter from, you can access an infinitely large complex of rooms that are automatically furnished and will be made for a variety of purposes, such as housing, recreational room, or even things like kitchens. It will also contain shortcuts that you, and anyone you want, can use to go from one end to another instantly without needing to travel whatever distance may form within the Orphanage. In addition to being every Orphanage in existence, the Infinite Orphanage can also actively open pathways to Children who are looking for an escape from their current life, are seeking refuge, or are in bad situations like slavery or human trafficking, allowing you to passively take them in as well. Naturally, this becomes a part of your Warehouse at the end of this Jump, and will integrate itself at the start of every new Jump from here on out, assuming you don't object to that for whatever reason.

- Note: While the kitchens created by this Item will be properly furnished and functional, they will not automatically contain food or restock. See the "Kingly Kitchen" Item above for that.

Drawbacks

Lastly, we have the Drawbacks section. If there is more you wish to purchase from here, or you simply wish to add some challenge or spice to your parenting journey, then you can take any of the following Drawbacks. There is no limit to how many you can take, or how much CP you can gain from them, but do be careful not to overburden yourself, if only for the sake of your children.

As should be obvious, you can only take a Drawback if there is a chance it can apply to you. If you, for whatever reason, don't intend on having or adopting a child this Jump, and don't already have one, despite literally taking this Supplement, then you are likely barred from most of these Drawbacks. The age of your child/children can also affect what is available for you.

Full Parental Experience (+100 CP): This Drawback, unlike most other things in this Supplement, does actually have an effect on your Base Jump. In doing so, it has three effects. Firstly, the length of your jump is increased by 10 years from whatever it may otherwise be. Secondly, the Jump Timer does not start counting down until you have adopted, given birth to / had your partner give birth to, or otherwise permanently gained custody of a Child, should you not already have one. Lastly, if your base Jump does have an Alternate Ending Condition, it cannot trigger until after your child, or at least one of your children that is currently underage, has hit 18 years old at minimum. The goal here is to actually raise a child, so you should do so.

Helicopter Neighbors (+100 CP): I have some good news and bad news for you, Jumper. On the bright side, your neighbors want to assist you and/or give you advice in raising your kids.

For the bad news though, they are very insistent about helping, and being passionate about something by no means guarantees that they're *good* at it. On average, it's a coin flip whether their advice will actually be useful/correct or not, but they will offer it regardless, and may even try and butt in to try and make you do it their way on especially rare occasions. Needless to say, they can be very annoying, although you won't be lacking in potential babysitters if you happen to need them.

- **Home Owners Antagonists** (+300 CP, Requires Helicopter Neighbors): . . . Well. Get rid of anything positive in the above Drawback. All of your Neighbors seem to see nothing but flaws in how you raise your children, and even how you run your house. They have nothing but the worst ideas you've ever heard in your life, and are insistent that they know better than you. And even worse, they're organized. Expect barely legal and actively illegal acts done against you for the most petty of things. Attempts at fines or even vandalism due to not liking the color of your house or how you keep your yard, noise complaints to the police (or equivalent) for celebrations or cookouts, and countless attempts to get Child Protective Services called on you for things that aren't considered a negative by anyone even remotely sane. And if you move or get rid of the head? Somehow, some way, someone else will take their place. Don't expect even neutrality from your neighbors, let alone being able to rely on them for anything.

Regular Check-Ins (+100 CP): For whatever reason, Child Protective Services, or an equivalent in whatever Jump you are in, are very proactive when it comes to you. They aren't biased *against* you, per say, but they will be checking in at least once a week to make sure everything is going well. This includes their grades in whatever education system your child is enrolled in, the safety and general cleanliness of the house, and their physical and emotional state. If something is wrong, they will have legal authority to make your life worse in various ways, up to and including confiscating your children (or at least attempting to) for their own protection. That being said, so long as you're parenting well and have maintained a good living space for your Children, this is likely to be just an annoyance. It really shouldn't be too hard to clear this bar so long as you're putting in the effort to be a good parent.

Not like Mom's Cooking (+100 CP): You. . . aren't a good chef. You can do simple things, sure. You can successfully boil water and throw some noodles in, or make a sandwich out of pre-sliced bread, meat, and cheese, but that's about it. The more complex and more steps in some recipes you try and follow / make, the more things are likely to go wrong. Be it a simple mistake that ruins the end result of a dish, or a catastrophe that ruins the kitchen, things simply don't go well when you try and make anything more complex than the absolute basics. Those around you aren't safe either, and people will quickly learn to evacuate the kitchen if you start going for the knives. Still, this isn't the end of the world. You should just hope that your children don't get exhausted from eating out, getting fast food, or having frozen food constantly, or that you have a partner who can cook in your place. Because they certainly aren't getting a home cooked meal from you.

Shady Stranger (+200 CP): For whatever reason, you just give off a bad vibe to others, but especially children and when interacting with children. This isn't a barrier you can't overcome,

but it will be harder to gain the trust of children, especially when trying to adopt them or have them get used to living with you. Additionally, if you have a Partner(s), any of your children are liable to warm up to them faster than they would with you. If you go out in public with them, you're also liable to get strange and/or concerned looks from passersby, as they will just instinctively think something is wrong and they should watch you just in case. It is very possible that someone may jump the gun and try to call the cops on you or take action themselves for the "sake" of your child, but unless you have actually done something wrong, the situation will resolve itself without consequence soon afterwards. You will not be arrested or charged with anything based on bad vibes and misconceptions alone. But. . . do be careful, and try to avoid any actions that could cause those misconceptions as much as possible, lest you have a fun outing ruined by yet another incident.

Common Allergy (+200 CP): Allergies are something that are common in life, but are something you almost certainly haven't had to deal with since becoming a Jumper. That isn't so any more. Now, you and all of your children (biological or otherwise) possess some kind of common allergy. In the case of adopted children, this is retroactively applied to have always been that way. This allergy will not be so severe as to be life threatening, but it will be very noticeable and impactful when it does occur. As for which allergy it is, well, that's different for each member of your family. It will be randomly selected from amongst common allergies, such foods like Milk, Peanuts, and Eggs, or environmental effects like certain types of Pet Hair or Pollen. It will likely be unpleasant to try and figure out who is allergic to what, and this will be something you will need to keep in mind during all aspects of your time here. The last thing you would want to do is make your child a meal they're allergic to, after all.

Picky Eater (+200 CP): For better or for worse, your children know what they like, and aren't afraid to act on it, for food at least. Yes, your kids are now very picky eaters, and are very much willing to just not eat something you put in front of them if they don't like it. This could be only wanting a certain style of meal, or deciding that they simply just want to eat a bowl of noodles for dinner every night, without anything added to it. Needless to say, this isn't very conducive to a healthy nutritional balance, and can result in malnutrition if not properly addressed. As their parent, it's your job to address this. You could, theoretically, try and force them to eat a more balanced diet, but that isn't likely to work out well and will breed resentment over time. Instead, the more productive route is to try and creatively cook in ways that they'll accept while still giving them all the nutrition they'll need, or successfully introducing them to new styles of food that they both like and are different enough than their other obsessions that they can have a healthy diet by just cycling through them all. Best of luck, because they won't make your life easy.

Teenage Troubles (+200 CP): Teenage Rebellion is an infamous part of a child's life. While it is generally over-exaggerated, it is a time of uncertainty, exploration, and general chaos in a child's life. By taking this Drawback, though, the Teenage Years of all of your children will actually live up to those exaggerated levels. Expect drama on the regular, arguments based off of the strangest things, mood swings out of nowhere, seemingly random interests and hobbies being picked up and abandoned on a dime, and them taking some of the most trivial things with the seriousness of a Life or Death battle. To be absolutely clear: This does not guarantee you

will have a bad relationship with your children during this time. You can certainly be a supportive rock for them during all this chaos. This also does not create any new issues for them, merely amplifies and exaggerates what they would otherwise be experiencing. However, despite all of that, things aren't going to be easy for them, and it may not be easy for you to keep up with and relate to everything that is happening to them during these times. At least *you* aren't going through your teenage years again, though.

Stay at Home Parent (+400 CP, Cannot be taken with Absentee Parent): I hope you weren't intending on doing anything important, or even working a normal job, because now you are a full time parent. Your main daily activities are cooking and cleaning around the house, and you will end up spending 70% or more of your time here within the bounds of your home. To be clear, that means the entire property, not the building itself. This can be daily, or done in a lump of time, but that is the general trend that will be followed throughout the course of this Jump. I would hope you have a partner (or multiple) who has a full time job, or some other method of gaining income, because you certainly aren't going to be the breadwinner in the relationship for the next 10 years.

- **Homeschooling** (+200, Requires Stay at Home Parent, Cannot be taken with Parent Teacher Non-Association): Oh, well it looks like you have another important task added to your daily routine: Teaching. You are now homeschooling all of your children, and are going to need to keep their education up to snuff. There isn't a penalty for this from your Drawback if you fail to do so, but I think your children having a lacking education is punishment enough. I do hope you have a Teaching Perk or experience in the field, otherwise this may be rough on you.

Parent Teacher Non-Association (+400 CP, Cannot be taken with Homeschooling): As a Parent, school is one the largest points where you are trusting others with your children. You send them off for over half the day, and can only hope that they are being treated well and being taught properly during this time. Generally, a Parent has various avenues to learn how their child's education is going, but those aren't an option for you, anymore. See, for some reason, everyone involved in your child's schooling is actively against communicating with you. Be it the teachers, the guidance counselor, or even your own child, no one is going to actively provide you with information about what is going on at school, and trying to get that information from them is going to be an uphill battle in the best of times. Things could be going perfectly or your child could be failing half their classes and being heavily bullied, and you won't have any way of knowing. Even the standard things that you, by all process, *should* get won't come to you. Your permission will be assumed for anything that would normally need to be signed for, and the usual warnings, updates, and grade sheets that you should receive will not be sent to you. This doesn't mean the teachers or their school experience is going to be bad, or that your children's teachers will be neglectful. This Perk only affects their communication with you. So, you will either need to have faith or have some other method of gaining that information.

Custody Battles (+400 CP): Generally, who has custody for a child could be a rather clean-cut affair. However, when it isn't, the legal battles can be brutal. And that is now what you are locked in. Somehow, through some method, someone will find some sort of semi-legitimate claim they

can use to try and take at least one of your children from you, and will do their damndest to get that. Maybe they're the biological parents of a child you adopted after they ran away from home due to abuse. Perhaps they're some relative of yours in your backstory and are trying to push a case that they should be given custody of one of your biological children alongside allegations of abuse performed by you, while secretly wanting to take advantage of said child in some way. Regardless of what it is though, you are going to be locked up in legal battles throughout your entire time here, as even if you can somehow. . . *dispose of* those trying to get custody and get away with it, more will simply show up, over and over again. This will take a significant amount of time, money, and undoubtedly cause a significant amount of stress in both yourself and your kids. This is both the one targeted for this, for obvious reasons, and all of your other children, who are likely to be worried about their sibling being taken away and the possibility of that happening to them later on. Still, if you believe you can live with this, and possibly if you like destroying idiots with poorly thought out arguments and questionable claims in a court of law, then you are free to take this.

Absentee Parent (+600 CP, Cannot be taken with Stay at Home Parent): You are, unfortunately, not around for your children that much. Perhaps you have some grand adventure to do, or perhaps you work overseas. Maybe you're even divorced and have shared custody, if you want that for whatever reason. Regardless, you are around for 30% or less of the lives of your children during your time here. This can be daily, or done in a lump of time, but that is the general trend that will be followed throughout the course of this Jump. It doesn't stop you from supporting them, having a loving relationship, or anything else, but you aren't going to be seeing them for the majority of your time here. Best of luck, Jumper.

- **Boarding School** (+200 CP, Requires Absentee Parent): Oh, well I suppose this is an explanation for why you don't see your children often. Now, your children attend a Boarding School. While they are there, you are unable to have any interaction with them whatsoever, aside from maybe a call once a week or some texts. The only period where you can actually spend time with them is during their vacations. That being said, the time spent at their boarding school does qualify as spending time away from you for the "Absentee Parent" Drawback, so you are almost certainly going to be able to spend their entire vacation with them.

Empty Nest (+600 CP): The goal of parenting, as a path, is to get your children to grow up into stable and happy people who can make their way into the world. If you are taking this Drawback, then this must be something you're going to reach during this Jump with at least one of your kids. By taking this Drawback, your children that reach their age of Majority during this Jump are guaranteed to be able to make their way in the world and make their own life. Except. . . you aren't really a part of it. You'll get the occasional call, and they'll likely show up during the holidays or other celebrations. However, for the most part, they've made their own friends, have found what they care about, and possibly even found love, and keep up with those far more than they keep in touch with you. It doesn't have to be due to Hatred or Apathy either. They can still love you just as much as they had before. They just. . . have other things now. And this extends to the point where they aren't going to come with you past this Jump either. Even if it

may mean permanently saying goodbye, they've made their choice. Even if they are leaving the nest for good, I do hope you're proud of them.

The Stork Problem (+600 CP): I know that you picked this Supplement with the intent of being a good Parent, Jumper, but it seems the Universe has taken a look at you and decided that you're the perfect person to offload all of the kids that need adoption onto. It is frankly comical how often you will run across homeless, abused, or otherwise suffering children who either want or *need* to be adopted by you. If you do nothing, they will unquestionably suffer a terrible fate, so it is highly likely that you will end up taking all (or at least most) of them in. And, to be clear, this Perk is not creating all of this suffering. It is instead subtly manipulating things so you are around when that suffering would happen, and so you can act upon it. You will be unable to go a week or two without this happening at the slowest of times, sometimes finding several in the same day at the busiest, so look forward to having several hundred kids that you need to take care of. There are, of course, logistical problems with this. Food, Water, Clothes, and just sheer Living Space are going to be major issues without the right Items. However, there's also the problem of emotional care. When you are caring for several dozen/hundred children, giving each of them the proper love, care, and guidance can become a massive hurdle that you will need to overcome. Still, I'm certain that you will do your best regardless, and give them all a happier future.

- Note: If you wish to keep this effect post-jump, for whatever reason, you can.

Ending

Well now, it seems you've reached the end. Only the end of this Supplement, though. Parenting is a Journey that never truly ends, and one that will continue to all of your later Jumps.

As per usual, the effects of all Drawbacks are removed, now that you've finished this Jump.

The choice to move on, stay in the world, or head back to your home world, however, should be done in the Full Jump that is being used alongside. This is only a Supplement after all.

Author's Notes

Thanks to my friends Orrin, Ham, Inanos, and Gen, and Ohm for both inspiring the creation of this Supplement and assisting in its creation.

There are no Companion or Location Sections in this Supplement.

There is no Location Section because that would be covered by the Jump this would be supplementing.

There is no Companion Section because there is no point in Importing anyone to this, there is no one to Export, and trying to create a Child or Partner with this Supplement feels against the core premise. As such, I elected to cut it entirely.

On “An Orderly Home” and “Place of Virtue”: This segment is added due to some confusion with others on the differences between these two Perks. To put it simply, “An Orderly Home” is about giving your Children good habits about personal hygiene and generally cleaning up after themselves. Meanwhile “Place of Virtue” is about helping your children get past the variety of issues and bad (possibly even self destructive) habits and behaviors they may have learned and/or internalized before you took them in, such as self harm. These two effects work together very well though.

On “It’s Okay, You’re Okay” and “Place of Virtue”: To clarify the difference, “Its Okay, You’re Okay” makes you a great therapist and generally shines within 1 on 1 situations, alongside having the probability manipulation to prevent relevant issues from popping up. Things will not get better on their own any faster with this Perk. “Place of Virtue”, on the other hand, is a slower but passive and larger scale effect that can work even without significant work for each individual. You can generally trust that they will get better over time, even if it may take longer. That being said, the two Perks have fantastic synergy.