



**Version 1.0**

**By Ursine The Mad Bear**

In a world much like our own, an otherwise normal middle-class family found itself turned upside down by the antics of an annoying but good-hearted neighbor. Friendships were made, lessons were learned, universal constants were toyed with purely for amusement, and let's face it: We loved watching it.

Now, you are going to spend ten years in this world, starting at the same time the show started. You can choose to ignore the Winslows and their friends, but doing so will mean you will attract your own cast of wacky characters. No matter what, you are going to live through ten years of quality family entertainment. Please note, this is a year past when the show ended, so at least part of this time will be new to you.

So, take these +1000 Choice Points (cp), and have some fun.

### **AGE AND GENDER**

You can choose to be whatever gender you want to be. Trust me, the Winslows are good people, they will accept you as you are. Your age is also yours to choose, as long as it makes sense with your Origin. You can also freely choose your race, ethnicity, religious preference, and sexual orientation.



## **LOCATION**

You are starting in Chicago, Illinois, USA, in September of 1989. In fact, you are standing on the sidewalk right in front of the Winslow's home. Where you go from there, I leave up to you.

## **ORIGINS**

Who are you? Or, more accurately, which category of character do you fit into best?

### **Parent**



You are the head of your household, or at least one of the heads. Like Carl and Harriet, you are responsible for taking care of your family, helping and guiding them.

### **Child**



You are a child, learning the lessons that will determine the person you will become, only some of which will be learned in school.

## Relative



You are part of the extended family, dealing with your own issues which may or may not intersect with those of your family.

## Neighbor



You are not part of the family, but you always seem to be around. At some point, you might as well just move in.



## **PERKS**

So, what advantages and abilities have your life here granted you?

### **General**

#### **Persistence Pays Off (100cp)**

Or so you believe. Because of this belief, you have the determination and willpower to continue pursuing your goals, even in the face of repeated failure.

#### **Courage When It Counts (100cp)**

You may just be a skinny nerd, but when the chips are down, you will stand up for your friends and face any odds to protect them. You still feel fear, but it cannot control you and you will never freeze up because of it.

#### **Savant (100cp)**

There is some area of endeavor in which you are truly brilliant. This could be Waldo's talent for cooking, a particular sport, music, or any other real world skillset. You have the talent to be amongst the very best in the world, if you put in the work, and will achieve that status in far less time than most. This perk can be purchased multiple times.



#### **Cool Genes (400cp)**

You are just naturally cool and charismatic. People will just be able to tell that you are an incredible person that they want to be friends with, even if you just walked into the room. You are extremely likeable, a natural leader, and incredibly attractive, with an instinctive knowledge of how to dress, act, talk, and otherwise behave to be considered popular and "cool". You are pretty much as charismatic as a person can be without supernatural influence. This also serves to greatly magnify any ability you might possess that is based on social interaction.



### **Urkel's Intellect (600cp)**

You are beyond brilliant. With a standard public school education and the resources of a middle-class teenager, you could invent technologies that previously only existed in science fiction. The best way to describe your mental prowess is to say that you are a comic-book genius, potentially capable of inventing technology to allow cloning, neural downloads, teleportation, shrink rays, genetic manipulation, or even time travel. What is more, you possess the same level of ability in all sciences and technologies that you put any effort into, whether it be computers, robotics, biology, chemistry, physics or any other. Any gains made in one area are equalled in those other fields.



### **Parent**

#### **Career (100cp, Free for Parent)**

You have the skills and knowledge needed for some form of job or career. You could be a police officer, an elevator operator (seriously, this was Harriet's job), a restaurateur, a contractor, a lawyer, or any other real-world skillset. This perk can be taken multiple times, but subsequent purchases are full price.

#### **Incredible Self-Control (200cp, Discounted for Parent)**

Let's be brutally honest here, most of us would have taken a swing at Urkel for all the trouble he caused. But not Carl. He got angry, sure, but he never really lost his temper completely. Now you have the same ability to control your emotions, though you will feel them, and may express them rather strongly, they will never make you do something you would truly regret.

#### **Parenting Skills (400cp, Discounted for Parent)**

Carl and Harriet really were damn good parents. They were strict but fair, they listened to their children, and they devoted a lot of time and effort to them. You have these same talents, the ability to shape your children into the type of adults any parent would want their offspring to become. In fact, this applies to any being you are responsible for creating/raising. They will always be as loyal and caring to you as you are to them.



**Anything For Your Family** (600cp, Discounted for Parent)

If there is one thing that defines both Carl and Harriet, it is their absolute devotion to their family.

They would do anything for their kids, and now you can share that devotion. When you are working to protect or provide for your loved ones, you will find your efforts to be more effective in every way. You will also find that your loved ones have a form of plot armor protecting them from random danger or accidental harm as long as they do not deliberately involve themselves in your adventures or otherwise seek out danger.

**Child**

**Sassy** (100cp, Free for Child)

You are clever and witty, quick with a sarcastic comment or a joke. This removes any social anxiety or overwhelming shyness that you might suffer from. It also gives you an excellent sense of humor and a good ability to read social cues and body language.

**Good Looking** (200cp, Discounted for Child)

One trait that all the Winslow children shared is being attractive. Maybe not insanely supermodel beautiful, but good looking, healthy, and moderately fit. You are all those things as well. Any long term medical problems are removed, and you have at least the physical abilities of an active and athletic person of your age and build. You will retain a healthy status as long as you consume enough calories to fuel your body, regardless of what else or how much or little you consume, short of actual poison.

**Lifelong Friends** (400cp, Discounted for Child)

Just like Eddie and Laura, the friends you make tend to stick around, even as time and circumstances try to pull you apart. You share their good fortune. Your friends, allies, or anyone else that is on your side will always stay as loyal to you as you are to them. Not necessarily obedient, but loyal.

**Lessons Learned** (600cp, Discounted for Child)

The stories of the Winslow children were stories about growing up, learning who and what they were going to be. They were experiences that defined their lives. Of course, a lesson isn't much good if you don't learn from it, or if you forget what you learned.

You are guaranteed to learn from your mistakes, recognizing where your own misconceptions, misjudgements or faulty logic led you astray. In addition, you will process your experiences both quickly and effectively, resolving any issues or traumas, and allowing you to grow in a direction you approve of.

**Relative**

**Career** (100cp, Free for Relative)

You have the skills and knowledge needed for some form of job or career. You could be a police officer, an elevator operator (seriously, this was Harriet's job), a restaurateur, a contractor, a lawyer, or any other real-world skillset. This perk can be taken multiple times, but subsequent purchases are full price.

### **Refuge In Audacity** (200cp, Discounted for Relative)

Let's be completely honest here. Grandma Winslow was awesome. So awesome that she could often get away with some outrageous behavior that would seem inappropriate from anyone else. You share that special status. People will overlook or forgive behavior that falls outside of social norms, as long as that behavior does not cause actual harm to someone. This also allows you to turn off your sense of embarrassment, allowing you to act without concern for public opinion.

### **Strange Friends, Unusual Opportunities** (400cp, Discounted for Relative)

You have a vast web of friends and acquaintances that you have collected over the years. They may not be rich or powerful, but they can probably provide a favor or two, or point you in the direction of something or someone you are looking for.

You will always have such a network in future jumps, making you well-connected in some slightly unusual ways. For example, when looking for someone to help a friend in a basketball tournament, you might find an elderly lady with an odd resemblance to an NBA star that is eager to play.



### **Lifetime Of Wisdom** (600cp, Discounted for Relative)

You have been around for a while now, and have definitely seen quite a lot of changes, but people are people. As much as a single person might change, people as a whole remain the same. Your long experience has made you an expert at reading people, predicting what they will do and why, and generally at just dealing with people.

More than this, your understanding and experience have given you both extraordinary patience and tolerance for the foibles of others, as well as an iron backbone to stand up for yourself and others when needed. You are who you are, you spent a lot of time becoming that person, and you plan to stay that way.

## **Neighbor**

### **Deeply Annoying, Yet Oddly Endearing** (100cp, Free for Neighbor)

It is entirely possible that you have some rather odd personality quirks. After all, you are an extra-dimensional Reality-TV star, that has to create some issues, right? Despite this, people can't help but know when you are being friendly and respond the same. As long as you are sincere in trying to befriend someone, it will be highly effective, even if they find you somewhat infuriating.

### **Just Walk Right In** (200cp, Discounted for Neighbor)

You have some issues with boundaries. Specifically, you have a bad habit of just walking into your friend's homes. For some reason, they don't seem to get all that upset about it. Neither does anyone else. If you have any reasonable excuse or purpose for being somewhere, no one will question you walking right in, even if you ignore the normal niceties of knocking or asking permission. Though they still won't appreciate being whacked on the head with a rolled-up newspaper.

### **Did I Do That?** (400cp, Discounted for Neighbor)

Yes, you did. But, for some reason, no matter how much damage you cause, everything seems to get fixed pretty quickly. In fact, as long as you caused the damage or were involved in the event that caused the damage, any damage to your surroundings and to objects around you will be repaired, as long as the damaged areas go unobserved for a fair period of time, usually at least overnight. This does not work on people or any form of animals. Plants are affected only if they are non-sentient.



### **Practical Applications** (600cp, Discounted for Neighbor)

You have a gift, not for a specific skill, but for applying your skills. Even in bad conditions, with limited resources, you can still get the job done. Whether it is turning ketchup and water into spaghetti sauce, or building technological marvels in your basement from a pile of odd parts, you can make things work, even in circumstances that are considerably less than optimal. You are also extremely innovative and creative with your skills, easily finding inspiration and motivation for your projects.



## **ITEMS**

Any of these items can be purchased multiple times, and if destroyed or lost, will be restored or returned in 24 hours. You can import any similar items that you possess into these items, and these will retain any modifications that you make.

### **General**

#### **Theme Song** (Free for All)

You have your very own theme song that will play at the start of every jump. The song will be one that you enjoy, and you can play it at will, with full control over the volume. You can even decide if anyone besides you can hear the song. You can also play any piece of music you have ever heard. This playlist updates as you encounter new music.

#### **Suitcase Car** (50cp)

You have a suitcase that, in addition to safely storing the expected amount of stuff inside, can also fold out into a small go-cart that can travel at speeds of up to 45mph. This vehicle never needs to be refueled or maintained. It handles well even on bad roads. The suitcase car only seats one person.

#### **Jetpack** (100cp, Discounted for Urkel's Intellect)

You have a jetpack, of a realistic design. It is capable of flying up to 80mph, is easy to control and maneuver, and never needs to be refueled or maintained.



#### **Tricked Out Car** (100cp, Discounted for Urkel's Intellect)

You have a car of a make and model of your choice. No matter what type of car, it can reach 200+mph, handle even the worst roads, maneuver quite well and can stop on a dime, thanks to some extensive after-market upgrades. This vehicle never needs to be refueled or maintained.

#### **Robot Duplicate** (100cp, Discounted for Urkel's Intellect)

You have a robot that is recognizably based on your appearance, though is also obviously mechanical. This robot is not an actual AI, but the VI is good enough for it to function as a basic servant and assistant for you.

**Cool Juice** (200cp, Discounted for Urkel's Intellect)

This is the gene-altering formula that changed Steve into Stephan, except that it can be keyed to anyone that provides a genetic sample. It will provide a lesser version of the Cool Genes perk, which is only half as effective and only lasts for an hour or two. It also causes some unsightly twitches and verbal tics when first consumed.

**Cloning Machine** (200cp, Discounted for Urkel's Intellect)

You have a machine that can create clones of the same age as the original, with all the memories of the original. The clones will not possess any supernatural abilities and are capped at peak human stats, even if the original was beyond that level. Also, these clones are completely independent beings, not in any way under your control. Clones can be brought along when this Jump ends, if they agree to it.

**Transformation Chamber** (400cp, Discounted for Urkel's Intellect)

This booth, large enough for two people to just fit in together, has the ability to infuse transformation serums and formulas into a subject. This has the effect of making those formulas permanent. In addition, a serum made from the DNA of someone other than the subject can grant them access to some of the DNA source's knowledge and skills, though it will also alter their appearance and behavior.



**Teleportation Disks** (600cp, Discounted for Urkel's Intellect)

This system, which consists of two disks large enough for two or three people to stand on if they crowd together, allows for instantaneous transport from one disk to another. Maximum range is around 3000 miles, the transfer can be initiated in either direction, and they will not activate if the target area is not clear. Some significant research and more resources could allow you to increase both the range and the size of the units, as well as potentially creating a network of these disks. The disks themselves, at the standard size, are light enough to be carried by most adult males.

**Time Travel Device** (600cp, Discounted for Urkel's Intellect)

This device, which is designed to strap to the forearm, allows the wearer and anyone in direct contact with them to travel backwards in time and then return to the time they left, merging with/replacing the version of them that lived through any changes that the time traveller caused.

While those using the device are protected from any changes, things they do in the past can change the time they return to, so some caution is recommended. It can easily reach the late 1600's on a charge from a normal suburban wall socket, but the further back you go, the more power is required. This does not create alternate timelines, it is changing the actual past.

**Parent**

**Essentials** (100cp, Free for Parent)

You have all the essential items for a normal life including clothes, personal items, household goods and other such things. This does not include any vehicles or real estate, but does include the basic equipment needed to perform your current employment. All consumable items will be restored in 24 hours.

**Gainful Employment** (200cp, Discounted for Parent)

You have a good job in a field of your choice, as long as you have sufficient knowledge and ability to perform that job. The pay and benefits of this position will be very good for this type of work, but not out of this world. This can be used for any field, but will not make you a President/General/CEO or similar.

**Suburban Home** (400cp, Discounted for Parent)

You own a very nice single-family home with attached garage in a nice neighborhood or suburb of Chicago. In future jumps, this can be attached to your Warehouse or inserted into a similar place near your starting point. This home is fully paid for, including taxes and utilities. It will maintain and clean itself.



### **Child**

#### **Fashionable Wardrobe** (100cp, Free for Child)

You have an extensive wardrobe of fashionable clothing that always fit you perfectly and never suffer wardrobe malfunctions. You will have something appropriate to wear to any event, all of which is stored in a special Warehouse attachment that can be reached into through any closet.

This collection is large enough that you could wear all new clothing everyday and somehow never run out, but you can always find any clothing you want to wear again.

#### **Apartment** (200cp, Discounted for Child)

You have a nice apartment, large enough for up to three adults to live reasonably comfortably, in a decent neighborhood in Chicago. In future jumps, it will be in a city near your starting point.

All rent and utilities are covered.

#### **Admissions Letter** (400cp, Discounted for Child)

You have a letter that guarantees admission into any school or training program that you want to join. Even if you are completely unqualified, you will be accepted. Doing the work once you are in is your own responsibility.

### **Relative**

#### **Family Quilt** (100cp, Free for Relative)

You have a quilt, or some other item, that displays and represents your family history, where you have been and who you were. Using or viewing this item will remind you of your past and provide a feeling of comfort and home, as well as helping you resolve any issues or dilemmas you might be struggling with.

#### **Retirement Savings** (200cp, Discounted for Relative)

You have savings of some sort, sufficient that you will be able to live a fairly comfortable life, indefinitely. These resources are only usable for routine living expenses, but those costs will always be covered.

#### **Restaurant** (400cp, Discounted for Relative)

You own a large restaurant of a type of your choice. It will run itself without your involvement and will be successful enough to provide a modest income, but if you want more than that you will have to run it directly. It will staff itself with NPCs, or you can let your Companions work there.

### **Neighbor**

#### **Cheese** (100cp, Free for Neighbor)

You have an unlimited supply of any and every type of cheese available in the real world or any world you have visited, always in the perfect condition for best consumption. If a cheese would provide superhuman or supernatural abilities of some sort, you have a version without those properties, though it is otherwise identical.

**DNA Collection** (200cp, Discounted for Neighbor)

You have a collection of hair, blood or other samples of DNA from a wide variety of celebrities, scientists or other famous people in the real world. These are stored in perfect stasis and will never run out. Assume any real world person's DNA is in the collection. If you acquire a DNA sample from someone in a future jump, you can add it to this collection.

**Lab/Workshop** (400cp, Discounted for Neighbor)

You have access to an excellent workshop, laboratory, office, art studio, or whatever other facility is required for your creations. After this Jump, these will be connected to your Warehouse. Tools and basic materials are supplied, but special or extremely valuable resources must be acquired for yourself.

**COMPANIONS**

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:1 ratio.

**Create/Import** (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot acquire Companions.

**Canon Companion** (50cp)

You can have one member of the cast join you on your Jumpchain. They get whatever perks and items are appropriate. You can transfer cp for them to purchase additional perks or items.

**DRAWBACKS**

There is no limit to the number of Drawbacks that you can select, nor to the amount of Choice Points you can receive from them. Just, don't go overboard, this place is not meant to be a punishment.

**One Of The Family** (+0cp)

You are a member of the Winslow family or one of their friends, either replacing a canon cast member or being somehow added in.

**Days Go By** (+100cp)

At least once a day, you will hear the song "Days Go By" start to play, and you will be forced to stop whatever you are doing and pose while smiling as charmingly as you can manage until the song ends. People will not think this is strange, but it will still be disruptive to whatever you were doing.



### **Cast Change (+100cp)**

At least a few times while you are here, and possibly as much as twice a year, your appearance will change completely, as if you were a different person. Everyone will recognize you and act like nothing has changed, but you will be weirded out and uncomfortable until you adjust to your new self.

### **Bullies (+100cp)**

For some reason, the specifics of which I will leave up to you, you seem to attract attention from bullies of various sorts. This will not be constant, but will be frequent enough to annoy you..

### **Bigotry (+100cp)**

Maybe not constantly, but every now and then, you will be the victim of an attack of some kind that is motivated by the attacker's bigotry and prejudice. This could be racist graffiti from a high school kid or harassment from a bigoted cop or any number of other things.

### **Unlucky In Love (+100cp)**

You will fall in love with someone, and no matter what happens, they will never return those feelings. You might be friends, they might love you, but they will never be *in love* with you.



### **Persistent Suitor (+200cp)**

They aren't technically a stalker, they are basically a decent person, hell, you might actually care for them, but there is someone that will not stop pursuing you romantically, no matter how you try to turn them down. You have no interest in this person, but they will never realize it is hopeless.

### **Lonely (+200cp)**

The only friends and family you get here are going to be the ones that you found here. Your Companions can still be imported and make their purchases, but instead of joining you, they are off at the greatest vacation resort in the multiverse. They will have a fabulous time, and will be fully rested and happy to see you and continue your adventures when your time here ends.

### **Status Quo (+200cp)**

No matter what you do, things will never really change. They may seem to for a little while, but soon enough, events will conspire to bring everything back to the way things were before.

### **Incredibly Nerdy (+200cp)**

You have the social skills of, well, Steve Urkel. This negates any perks that would enhance those abilities. On the other hand, you find high waisted pants and suspenders to be very comfortable now.



### **Dangerous Situations (+200cp)**

At least once a year, you will find yourself in a situation that is far more dangerous than seems appropriate for a slice-of-life show. You might find yourself in a boxing ring with a guy twice your size, or infiltrating a street gang, or helping a friend fight off a group of thieves. Regardless of the specifics, your normal life will not prepare you for these events.



### **Disappearing Family and Friends (+300cp)**

Sometimes, people you care about will just disappear. No one will mention them again or act as if anything is wrong, but you will remember. Maybe you can just ignore this and go along with your life, but maybe, just maybe, you have the courage to look underneath the underneath and discover the dark truth of this world.

### **Just Gone (+300cp)**

You have a bit of a problem. You see, for the duration of your time here, you are going to have the thread the needle, carefully balancing between being involved in the main characters lives and overshadowing them. If you fall completely away from them, no longer being friends or becoming distant family, your Jump ends in failure. The same thing will happen if they start revolving around your story instead of you being a supporting character for them. You will just disappear, and be sent straight home. You will be aware if you start moving in either of these directions and have at least some opportunity to correct your course.

### **Almost An Ordinary World (+300cp)**

Other than Steve Urkel's inventions, this is a fairly normal place to live. So to keep you from spoiling that, all of your perks and items from other jumps, as well as your Warehouse, are sealed while you are here. The exceptions to this are any intelligence boosts, since super-intelligence is a thing here, and any items that would not be out-of-place in a completely normal 1990's Earth.

## **FINAL CHOICES**

And now, you have one last decision to make.

Do you want to **Stay Here**, with all the friends that you made?

Or do you want to **Go Home**, having been reminded of the friends and family you left behind?

Or do you want to **Move On**, continuing your adventures with the wisdom and lessons you learned here?

No matter what you choose, you get a full set of recordings for the show, both the original and the version featuring you, in all formats you desire. Also, you get a talking Urkel doll.

## **NOTES**

### **Anything For Your Family**

The protection from this perk applies to Companions, Followers and Pets, as long as they are not involved in your dangerous activities, but once that protection is lost, it is gone for the jump.

### **Disappearing Family and Friends**

The specifics of the dark truth are up to you, but make it interesting and suitably dark.

## **CHANGE LOG**

### **Version 1.0**

Made the document.