

The Munsters Jumpchain

Version 1.0.1



Mockingbird Heights, a normal American town in an undisclosed American state. Mockingbird Lane is a normal American suburb in a normal American town. At 1313 Mockingbird Lane there is a house with a particularly finely prepared yard, and particularly tasty decor, in which a normal American immigrant family lives. The Munsters, exactly like any number of other immigrant families, balancing a love for the Old Country and its ways and an eagerness to assimilate and adapt to the new home they have chosen for themselves. A mother, a father, two children, and an elderly relative making the average American family unit. Really there is nothing particularly noteworthy about the Munsters.

Well except how much their neighbors seem to talk about them. Oh and the way their house always has the loveliest of weather. And maybe how the father is over 7 ft tall and they're all rather green. In fact if one was to look at the Munsters you might almost think they were monsters. Hailing from the old country of Transylvania, or in the case of the head of the house Germany, the Munsters include 2 vampires, one creation of Frankenstein's, a wolfboy, and a seemingly perfectly normal niece. And now possibly you.

Take this

+1000 CP

And hopefully you will be able to enjoy your stay.

Location:

It's unclear what state Mockingbird Heights is in, but you will be beginning your stay on the sidewalk outside of the house at 1313 Mockingbird Lane. Maybe you live nearby, maybe you live inside, or maybe you're just taking a walk. But you are there.

Age and Gender:

Your age and gender is up to you, Eddie is in elementary, and Grandpa is over 400 years old. You just pick an age you feel is appropriate.

Background:

No discounts based on background in this jump, so you are fairly free to pick it. Perhaps you are one of the Munsters, perhaps you're a relative from the Old Country or merely another immigrant who came from Transylvania, maybe you're related to Doctor Frankenstein or the English Munsters who took Herman in after he left Doctor Frankenstein, maybe you're a college boy who met Marilyn and wants to date her, or maybe you're just an ordinary person. Take your choice and have fun.

Perks:

You may take 2 100 CP perks for free, and can select 2 each of 200, 400, and 600 perks to get a 50% discount on.

Perks you take here which alter your physical form will create an alt-form for this jump, and can be applied to other alt-forms as you see fit; this choice is made once per alt-form. They might not come with an on-off toggle, but this should give you a means to shut them down when unnecessary.

A Munstrous Mind (Free): It'd be just wrong to give you the option of being one of the Munsters without giving you the ability to enjoy their unique sense of taste and aesthetic. You are able to adopt the aesthetic sensibilities befitting someone from the Old Country. That is taking the same sort of pleasure and joys in morbid things and dark gothic aesthetics as one of the Munsters. And yes, you can toggle this off if you desire but why would you?

And if you're not one of the Munsters you can take this anyway. Maybe you're just some sort of horror fanatic.

Munstrously Good Looks (Free): And it'd be a shame to make you as deformed and downright ugly as Marilyn; that'd be an outright drawback. As such you may take on an appearance befitting a Munster; a pale, green skin which would be associated with a corpse that was already beginning to rot, perhaps red eyes, maybe a bit of the Frankenstein's monster or pointed ears to taste.

If you're not one of the Munsters or Draculas maybe you're another immigrant from the Old Country.

Acclimatization (100): It's not really odd that Marilyn shares her aunt and uncle's sensibilities, after all she talks about them having raised her from childhood, what's odd is how unlike the others in the family she has so easily and quickly adapted to the American way of life. While having some of the same blind spots as her family, Marilyn is much better adapted to normal life than them. Like Marilyn you are able to quickly adapt to different cultures and societies, you might still have some blindspots where your family is concerned but given a brief period you could pass as a native.

Darkly Elegant (100): Vampira, Morticia Addams, Elvira the Mistress of the Dark, Lily Munster, and now you. You're the very definition of darkly beautiful (or handsome), with a sensually dark appearance. You have a sort of vampiric beauty to you and are able to

pull off the gothic horror aesthetic with ease. Even with **Munstrously Good Looks** you might be drawing some ardent admirers.

Family Doctor (100): Maybe you're like Dr. Dudley, the family physician the Munsters visit, or maybe you were trained with one of the Frankensteins. Whatever it is you are a fully trained doctor by the standards of the 1960s, with at least a decade of experience in the field.

Friend to Children (100): You're good with kids. Not necessarily at getting them to behave as you desire, but at getting them to like you at least. There's just something about you which makes them see you as fun and likable. You're also good at getting into a mindset like that of a child, and behaving like a child yourself. You can be their best pal, just try not to break all their toys.

Race Car Driver (100): This came up more often than you'd guess. Well ok, only two times between 70 episodes and the film with the original cast (minus Marilyn's actress) *Munster, Go Home!* but that's still a fair bit. You are a professional driver, whether it's drag races or a grand prix, with years of racing experience.

Ray of Sunshine (100): I'm quite sorry about this. You're rather ugly. Thankfully there's something about your disability which brings out the kindness of others, especially those attracted to your gender. You seem to share this in common with Marilyn, or at least you have the same kind of terrible appearance as she does.

If you are actually taking advantage of **Munstrously Good Looks** you're going to end up looking rather disconcerting, combining traditional beauty with the ghoulish appearance of one of the Munsters. Though if you throw in **Darkly Elegant** you might really pull off the vamp look as a unique beauty able to easily slide from gothic, dark, and mysterious, to the girl next door if you want, or combine elements of them at the same time.

Vampire (100): You are a vampire. This comes with some significant capabilities. You can suck blood to feed yourself, can turn into a wolf or a bat, sleep while hanging upside down by your feet, and even dance on thin air. This does not give you superhuman strength, speed, ability to survive things, or to create vampires, but you also don't suffer from traditional vampire weaknesses due to this.

Boyfriend of the Week (200): Despite Marilyn's disadvantage and the tendency for her boyfriends to run away from her screaming, she's extremely good at attracting new boyfriends. Whatever her secret is you seem to have it as well as you find yourself just stumbling into people who are romantically interested in you. They just wander into your

life, and when you are interested in someone you seem particularly good at getting them interested in you. This won't help you hold their interest, you'll need to use something else for that, maybe your personality can do it? While this works best if you've got the sort of qualities that naturally appeal to a large demographic (i.e. you're a beautiful blonde), even if you were a disgusting sea monster you'd somehow attract a fair number of people potentially into that.

Con Artist (200): It seems like Herman met one every other episode (it was actually a fair bit less than that), and even his twin brother was one. You have a knowledge of a variety of cons, as well as the charisma and ability to think on your feet needed to be at least a minorly successful con artist; you won't be conning gods of lies with this, but you could probably con some house wives and you could definitely con Herman.

Filial Piety (200): Eddie and Marilyn adored and idolized Herman (at least in season 1) despite his failings they both saw him as a sort of paragon. Now you will find that your own children - whether biological or merely raised by you - will hold you in the same sort of unshakeable respect and with the same sort of loyalty. As long as you are not actually abusive to them, your children will love you, and respect you.

I Like the Ears (200): Eddie is a wolfman. Eddie has... oddly colored skin and pointed ears. Now like him you are able to influence your alt-forms' appearances. This gives you a sort of slider from 'looking fully human' to whatever they would normally be. This slider can be shifted rapidly if you want, changing from one to the other in less than the blink of an eye.

Mockingbird Acceptance (200): As much as strangers flee when they see the Munsters, the mailman is afraid of approaching their house (though that might be because Spot has buried him multiple times), and the neighbors gossip about them, this is actually pretty accepting given how monstrous they look. You will find a similar acceptance for your monstrous appearances and natures in the future. People might be uneasy or scared of you, but unless you do something to deserve it you will not have torch and pitchfork mobs coming after you simply for being a dragon, vampire, or monster.

Over 300 Years Old (200): Herman, despite his immaturity, is about 150 years old, Lily is significantly older (possibly), and Grampa is in his 400s... yet somehow knew Nero. Maybe he met him in Hell? You are now able to survive to a great old age, possibly being ageless, and in this jump - and future jumps - if you do not drop-in you will have the option of increasing your background age to be up to 400 years old with memories and interactions with historical figures; this won't give you any major advantages, but you

can have some memories of minor interactions with historical figures and it might give you some minor advantages here and there.

Uncle from the Black Lagoon (200): You are a gillman. That is you're a fishman covered in thick scales, with webbed hands and feet, and claws. You are amphibious, able to survive in and out of the water, whether fresh or saline, tough enough to walk off a shot from a handgun, and strong enough to toss a human around.

100th Anniversary (400): Herman and Lily celebrated their 100th anniversary during the show, and showed no signs that they were going to separate any time soon. In fact their relationship was strong and healthy, not relying on grand gestures, but simply a strong, loving foundation. You will find that your relationships tend to grow stronger with time, the longer you and another are together the more loyal, more loving, deeper, and richer the relationship will become. If you will continue to exist as a thinking, acting being for ages it's best to have someone to spend it with.

Accepted Normie (400): Marilyn is a normal person. But she is completely accepted and loved by her family despite it. You will find that you can be similarly accepted into other monstrous groups. This won't help you convince a bunch of man-eating monsters to stop eating other people, but you will be able to convince them to accept you as one of them even if you are not a monster as long as you are willing to assimilate into their community.

I Don't Think Anybody in my Family Has Ever Stayed Passed Away (400): The Munsters die, they pick up inheritances from each other, Grandpa took his great wealth with him when he died once, but as they noted several times they do not stay dead. Now neither do you. Once per decade, or once per jump, whichever comes first when you die you will rise again from the grave without it ending your chain. This isn't instantaneous, and the more thoroughly you were destroyed the longer it will take, but you can expect it to take a month at minimum and 2 years at maximum. Post-chain this no longer has a limit on how often it can work, though it will tend to take longer the less time between your deaths.

Matriarch (400): The children might love and respect Herman, but if Lily puts her foot down not only will Eddie and Marilyn listen and obey, so too will the less mature members of the family. You find yourself very good at wielding power over your family. While they may not like it, people who are related to you find themselves more willing to listen to you and go along with what you say, and you can more easily dominate family

units as they just seem to have more difficulty in going against your desires. It helps if you have the best sense in the family, but it's not necessary.

Several Good Men (400): Your body is built from stitching together the bodies of several people. While this won't give you peak human strength or agility, you will have peak human organs - your vision is near the upper limits of human functionality, your hearing is the same, your liver is the same, you get the point. You won't be the absolute best ever, but you'd be one in a hundred thousand in everything. If you're not a human this will be similar for your species.

Beyond this you are able to stitch new body parts onto you without worrying about rejection and have them function. At least assuming you have everything they need to function. You could graft a third arm on you and the tissue wouldn't be rejected, but tying it into your circulatory system will require work, and dealing with fitting it into your musculature where it's functional will probably require more than just this. You could theoretically add organs or body parts from other species, but you will need to be able to provide them with the nutrients they need, and keep in mind how many body parts need others to function properly.

Sitcom Hijinks (400): There's always something happening at 1313 Mockingbird Lane, somehow or another the Munsters always have some interesting but ultimately not too threatening or dangerous adventure. And now so will you. You attract sitcom situations to you as much as Herman does. Whether you're getting scouted by baseball leagues or a wrestling federation, having your boss over to hear your son play his new horn only to be fired due to him being a temporary beatnik and taken back a week later after jumping through a job a day, or going to a masquerade party where you'll meet your niece's boyfriend and his family, you can expect your life to never be dull, without it risking your life. These hijinks will rarely leave you any better or worse off than you were before, but you're here for the experiences, and this won't prevent dangerous situations that would have happened regardless, it just won't be causing them on its own. You can toggle this off or on at will if you want a quiet weekend.

Wolfboy (400): You are a wolfman, or boy, girl, woman... You have the ability to grow hairy and wolf-like, your body and face growing a coating of fur as your fingers become claws, and your teeth become fangs. As a wolfman you have excellent hearing and eyesight, as well as a sense of smell to match any wolf. You will also have superhuman strength, agility, and toughness, strong enough to break most furniture as a child if you tried, and agile enough to casually stroll along ledges, and tough enough to survive being thrown through the ceiling without being hurt or that if you fall off a ledge several stories

up the worry isn't that you'll be hurt, but that you might hurt someone by landing on them. This toughness is negated by silver, however. You're pretty much the wolfman from Universal Studios classic films.

17 Years In Vienna (600): As long as you can do your job you will find that your clients and employers do not mind your idiosyncrasies, oddities, or lapses where when called to serve as a child's psychiatrist you tell them they should see a doctor forgetting that you are one, or writing your bills out in crayon. This does, however, require you to successfully do your job.

Also comes with 17 years of training as a child psychiatrist... by the standards of the 1960s.

Comedic Mad Scientist (600): You laugh in the face of the laws of physics. You are a mad scientist, like Grandpa Munster. You are able to perform a variety of effects of scientific brilliance. Don't expect to be making any planet busting weapons, but you might make a one-man plane that runs off of being pedaled, something to transform water into gasoline, extract uranium from seawater, or a fully functional robot child. That said, your inventions will work best when the end result is comedic.

Flawlessly Average (600): Marilyn lacks many unique traits, but this goes both ways. Marilyn lacks the exaggerated flaws of the other Munsters as well. If you would be a species or entity with weaknesses that a human lacks, these weaknesses are reduced; they can't affect you worse than a normal human would be affected. This also allows you to toggle on/off your inhuman powers and abilities.

Similarly while this won't affect drawbacks, for those backgrounds or races that have built in personality flaws you will find them mitigated and toned down as well.

Happy Endings (600): For all the trouble the Munsters run into they always seem to have things end happily. Herman might get fired but their livelihood isn't seriously threatened, the money he accidentally robbed from the bank gets returned and the real bank robbers get caught, the money spent on a scam gets returned to them. Now you carry this penchant for happy endings with you. While this won't guarantee you will always survive, or give you some great luck in combat or dangerous situations, you will find that there's usually a silver lining to things, and when you do overcome horrible situations they have fewer long term effects than they really should.

Magic Powers (600): Like Grandpa Munster you have a variety of magical powers. Like Grandpa in season 1 you can telekinetically manipulating fairly light objects, hexing pens

not to write, writing on documents viewed in crystal balls, or even freeze people in place while they are in the air, as well as various other, similar magical effects. Assuming you haven't broken down in your old age you could probably put on a stage magician's act without any tricks or rigged props, just actual magic, though I'd not try and cut a woman in half without a special box set up.

Munster Mash (600): Do you wish that monsters in other settings were like the Munsters? That is kind, friendly, and attempting their best to live a life like they do here in America and away from the blood and in-fighting of the Old Country? Well now you can bring something of the Munsters with you. You will find that you have a tendency to encounter monstrous creatures that are not monstrous in how they act, and instead friendly and rather human. This won't affect all the monsters in a setting, but even when dealing with things that should be Always Chaotic Evil like demons or horrible lovecraftian horrors you will have the potential to meet the defector from decadence; you might meet the demon made of not-quite-pure evil who due to their impurity wants to help people, the ghost that doesn't want to scare people and just wants to make a friend, or the shoggoth that has decided it just wants to snuggle the weird pink screaming things and maybe curl up by the hearth and purr like a cat made of eyes and fanged mouths.

If taken with **I Like the Ears** this can also shift the appearance of monsters to something more human. They still won't look completely human, but you can expect appearances which are mostly human, at least from the monsters that aren't just animals. You can toggle this effect off without stopping the other portion.

Tall Dark and Terrifying (600): You are a big boy, standing somewhere from 1 to 3 ft taller than normal for your species. Of course this size isn't really indicative of your strength. Like Herman Munster you are strong enough to hit baseballs 8 city blocks, walk through walls like they were thin paper, or bring down a house by throwing a hissy and stomping your feet, and tough enough that when a car hits you you remain unmoved and the car is totalled, or that a series of dynamite explosions might be enough to not kill but to possibly give you lasting injury (and one point blank explosion won't even do that). You could even probably restrain your pet dragon if you needed to.

You are also oddly terrifying. Hardened criminals, trained law enforcement, brave young men ready to charge into a kidnapping situation, all of these people will turn and run at the look of your face even if all you're doing is smiling, waving, and greeting them. While you may find brave enough people in future jumps to face you, those who are fleeing from you in terror will flee faster than they normally should be able to, moving as

if in fast forward to escape you. You can toggle this abnormal level of terror in your presence on and off if you want.

Items:

You may take 1 100 CP item for free, and get 1 200 and 1 400 CP items at a 50% discount each. In addition any freebies or discounts on perks that you did not use can be used on an item of the same price; if you did not use one (or both) of your 600 CP perk discounts you can use it to take any item at a 50% discount.

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.

Bat (100): This is an ordinary bat, like Igor. Well that said it's about as ordinary as Igor, meaning that it is able to understand human language, and shows human-like intelligence (arguably being the smartest of the family). It's attached itself to you as your familiar; and yes if you have magical powers that work with familiars they can work with this bat.

Cannon (100): This is a Napoleonic wars era cannon. It has a tendency to explode on use, but will repair within 24 hours. Doesn't seem to actually need gunpowder, and comes with a replenishing supply of shot.

Cat (100): This is an ordinary black cat. Except that it has the roar of a lion. If you're a dog person you can take a dog instead. You are also able to select another animal sound for them to make.

Cuckoo Clock (100): This is an old cuckoo clock, or perhaps it's more the raven which lives in it. This clock is the home of a raven, and this raven is able to talk, though mostly it just snarks, or quips, making jokes about your failings. Might be useful if your ego starts getting a bit too large.

Dragula (100): This is a race car made for use in drag races or grand prix, made from a coffin, some organ pipes, and bicycle wheels. It is fast, and at full speed it can need a parachute (included) to brake. Comes with automatic refueling and repairing over night when not in use.

Munster Larder (100): Where do the Munsters get their quaint, ethnic food? Things like bat milk yogurt, boar meat, or tiny dragons. Well this is where you'll be getting it. This larder has a restocking supply of Munster-style food, enough to keep 1 person fed indefinitely. Unfortunately its not exactly the freshest, it would seem someone has already killed it for you, so no bird nest soup with live bird for you.

Munster Wardrobe (100): Maybe you'd rather pass on their culinary palate but you adore the fashion that the Munsters wear. Well this wardrobe has a complete set of Munster-themed outfits all fit for you. Whether coffin-lining dresses like Lily's, or suits like you'd expect to see on Herman or Grandpa, it's all here, and will even clean and tailor itself. Includes some clothes for special occasions as well as everyday wear.

The Munster Koach (100): Grandpa's Dragula might have been their racing car, but the Koach was their day to day vehicle. Part hearse and part roadster, this car is large enough to fit the entire family and now you get your very own copy. Like the Dragula it will refuel and repair itself overnight when not in use.

Your Coffin (100): This coffin is your coffin. Or maybe your bed. It's a very comfortable bed, with lids of different sizes to help you control how warm it is. In fact it might be the most comfortable bed you'll ever find, the kind you could lay in for years without complaint if you didn't have something you needed to do.

Animal Transformation Pills (200): This is a collection of pills in various bottles. These pills, when swallowed, will cause the consumer to transform into the associated animal. The pills last a somewhat sporadic amount of time, and you will have about 24 pills, resupply 1 a day if used. These pills are mostly properly labeled, and while you do not have absolute control over what animals they are you have some influence - you could perhaps aim for animals like wolves or horses though you might get some dog, panther, coyote, or oxen, sheep, and goats as well as the desired.

Bed for Two (200): What use is the comfiest bed in the world if it's only built for 1. This is a bed large enough for two to lay on together. While not as comfortable as the coffin bed, when two people sleep on this bed together it will help cultivate romantic feelings between them, or to keep alive the love they already feel for each other.

Hereditary Title (200): You have a low ranking noble title in some country - probably England - which still has them. This won't come with much lands or estates unless bought separately but you can call yourself a lord. In future jumps you'll inherit another title soon after the start of the jump, even if you are a drop-in or established to have had no living family for some time. It still will be a rather impoverished estate.

Indian Tribe (200): This small tribe of native americans has fallen on hard times, their lands bordering inhospitable, and reduced to putting on shows based on their old traditions, playing up the image of savages to attract tourists; especially since the Japanese wholesalers increased the price of tomahawks and moccasins. By some odd circumstances your face matched that of the god on the top of their totem pole prophesied

to restore prosperity - especially if you marry one of their squalls - and while only the elder chief believes it the rest hope your Munstrous Appearance can attract tourists. They'll be happy to accompany you to future worlds in the hopes of greater prosperity than living in the depth of the desert off of meager tourism revenue.

Magical Dancing Shoes (200): This is a pair of magical ballet shoes. Unlike Grampa's you just need to think of the style and they'll help you perform it flawlessly; they come with some styles already included, but you need to add others. You can choose magical ritual dances, though you must know them to add them to the shoe, with the exception of rain dances which begin already included in the shoe.

Secret Laboratory (200): This is a small workshop for performing magical or mad science tasks accessible through a secret passage which you can import into a building you own of your choice in each jump. It comes with restocking basic supplies for black magic or mad science, things like toads or commonly accessible chemicals, not legendary artifacts or virgin sacrifices. It is small and very well hidden, concealed behind a secret door, and small enough you could have it in an office building and no one would suspect. You can have a larger lab space, like Grandpa's in the basement, if you want but you will lose the hideaway nature.

Tin Can Man (200): This robot is seemingly made just from various empty tin cans, at least from the outside. It comes with a remote that can be used to control it, seemingly with an endless range, or set to follow the vocal commands of those you designate. The robot has been programmed with a large database of jokes.

For an additional 100 CP it can be intelligent enough to be left with full autonomy, like the robot Grandpa built to be Eddie's little brother.

1313 Mockingbird Lane (400): The Munsters' house. You get it complete from the basement to all the secret passages, and even Spot's chamber under the stairs. It lacks any of the inhabitants on its own, but it is completely furnished. And it will repair damage overnight, in case you walk through the door or throw your son through the ceiling. It also seems to have an effect on the weather, causing it to be more likely to be cloudy, stormy, or other lovely weather, avoiding those miserable bright and sunny days.

If bought with Hereditary Title can be upgraded to equal the Munster Hall in England from *Munster, Go Home!* in size and associated estates (enough for a lordly family to live in proper style... if they resort to running a large scale forgery ring); though you can fully keep the 1313 Mockingbird Lane aesthetic if you'd like.

A Loving Family (400): You have a tight-knit, loving, and supportive family which will accept your life choices no matter what they are; even if you were the sort of teen rebel who, as part of a family of Transylvanian monsters, wore bright sundresses and the most cheerful fashions. While this family will not follow you into new jumps, you will find that - barring drawbacks - you have such a family in each new jump, or if you are an orphan or drop-in will quickly be adopted into such a family.

For an additional 100 CP (not discounted) your family is quite expansive, and while outside of your more immediate family they will be rather more distant they will still occasionally send you windfalls, allow you to ship off children you can't care for to them, or help you get on your feet in a new region. These aunts, uncles, cousins, grand-aunts, grand-uncles, and the like while not as close as your immediate family will still form a support network of sorts for you spanning across multiple countries.

Book of Potions (400): This book contains information on various minor magical potions and poisons, ranging from various diseases to love potions, and will update with your own knowledge of potions, poisons, and magical arts in general. If you ever need to reference a specific part it will turn to the proper page at your spoken command. Useful for teaching apprentices or aiding your memory. Some of the potions inside will require magical talent to create, but not all of them. Contains instructions for making bottled weather effects, pills that change appearance, to perform music, or to transform into animals, among others.

Crystal Ball (400): This is a magical crystal ball. By gazing in it you can see the general, murky shape of someone's future, or view distant locations and individuals. This could even be used to spot planes in World War II detecting and observing them in real time.

Loose Change (400): You possess a large crate which is filled with \$180,000 (1960s money, so something over 1.8 million dollars in the present day) in Spanish gold doubloons. Any that you spend/sell off are resupplied at the start of each jump. Not as unique as some options, but it will make you a rather wealthy individual.

Pet Dragon (400): This bashful creature doesn't like to be seen, but is large enough to eat the top off of telephone poles and to catch cars while being small enough to burst down a large door, and to fit under the stairs. It is able to breathe fire, smash through bodies, and to drag people around casually with its tail. It doesn't seem to be a winged dragon, and has been mistaken for a giant sewer reptile or a dinosaur. Its strength and toughness is comparable to someone **Tall, Dark, and Terrifying**, but it's a fire breathing dragon. Will

heed commands like a particularly intelligent dog, and can play checkers at an expert level.

Your Original Blueprints (400): These are the ones the mad scientist(s) used to put you together in the first place, or maybe that Jumpchan used to insert you into the world? Whatever their nature, they can be used to create a process to restore you to the form you started the jump in. If done slightly incorrectly this may cause gender reversal, though you could learn how to control that effect if you wanted to use it to swap your gender. This isn't exactly quick, but it won't take more than a few hours either.

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.

Marilynn (Free): Marilynn is on the hunt for a husband. If you (or a companion) can take that role for her despite her disadvantage, she'd be more than happy to join you on your journeys.

The Munsters (Free): Of course the Munsters are a tight knit family. If you happened to have inserted as part of their family, haven't done something to completely alienate them, and you want them to come with you, you may take Herman, Lily, Grandpa, Eddie, and, if she's still unmarried, Marilynn as a group companion who shares a single slot. Though you might should pick up 1313 Mockingbird Lane if you do so, just so they don't end up feeling homesick.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years. You may take up to 800 CP in drawbacks though the Fregosi Emerald does not count against this limit.

Agoraphobia (+100 CP): You don't seem to like wide open spaces. While you can still function if you have to, you are only fully comfortable in a tight, enclosed space like a cupboard, clock, or coffin, and the wider open the area the more uncomfortable it makes you.

Anyone Could Have Played Her (+100 CP): Somehow you come off as boring, and uninteresting. In a cast of characters, you'd be the one that could be replaced with another actress and no one would even notice. It's not necessarily your fault, but somehow you will just absolutely fail to stand out in any ways that are good for you during your decade; you still might stand out in ways that are bad.

Child (+100 CP): You are a child, no older than 10, and those around you will treat you as such. Any attempts to artificially age yourself faster than normal will fail or backfire. And you will have to actually experience the hormonal differences between an adult and a child, and the rollercoaster that is puberty.

Dad Jokes (+100 CP): You have a tendency to tell really bad jokes, and then laugh at them when no one else is. This will come off as annoying to those around you, but you will never seem to notice it.

Embarrassing Nickname (+100 CP): You have a nickname you don't like and won't enjoy, but which will stick. Even if you change peer groups you'll get a similar nickname if not the precise same one.

Mirror Shattering (+100 CP): When you try and look at your reflection in something that accurately reflects it it'll shatter. Better get used to grooming yourself in a mirror that's full of cracks.

Nearsighted (+100 CP): You are so nearsighted you can barely see without your glasses and somehow you'll find yourself without them fairly regularly.

Not as Fortunate As Some of Us (+100 CP): You do not gain the Munstrous Good Looks perk as a free perk, either during or after this jump. In addition during this jump you are unable to change your form from that of an ordinary looking human. You can be

beautiful, or ugly, by human standards but you will fall within human standards for appearance and cannot change this.

Snarky Raven (+100 CP): There is a raven which follows you around. It will often respond to your statements and actions with snarky insults or jokes at your expense. Other people can see or hear it, but it won't mock them only you. If you do something to get rid of the raven a new one that is snarkier and angrier at you will appear, possibly two instead of one; repeat this often enough you may end up with swarms of ravens which peck you and tear up your stuff in between snarking at you.

That Husband of Mine (+100 CP): This drawback doesn't directly affect you. Instead you find that whoever you are closest to has taken a dive in competency and general likeability, becoming quite frankly a spoilt dumbass. You will still find yourself forced to put up with them, because you will still love them (and if you didn't before you will now), but they will cause you trouble with their behavior.

Amnesia (+200 CP): You have lost your memories. All of them from this jump and out of it. You may regain your in-jump memories (if not a drop-in) during your time here, but you will not regain your out of jump memories until this drawback is lifted.

Big Awkward Clod (+200 CP): You are clumsy, and an awful klutz. Your fine control of your abilities is reduced, and you will find yourself tripping over your own feet at times, with all of the grace of a bull in a china store. And don't even think about dancing, you seem to have two left feet... both in the proverbial sense and the literal one.

Broken Down (+200 CP): In your youth you may have been someone, a vampire feared and respected across the Carpathian mountains, but now, now your competence has taken a shot in general. Everything you do is worse than it should be, you will make clumsy mistakes, lapses of memory, and skills you have perfected ages ago will now occasionally fail you completely. This applies especially to your supernatural or superhuman abilities. While they still work, if not quite as well as before, they have a tendency to backfire in comedic ways.

Family Friendly Broadcasting (+200 CP): While there are jokes for adults, this is ultimately a family friendly show, and your time here will be the same. You will find that you are unable to do anything that would be inappropriate for the main character of a family friendly show. You can't kill, inflict grievous or gory injuries, do drugs, drink heavily, or do anything at all that's not safe for work or wouldn't be appropriate for a small child to observe from one of the 'good guys'. These things can still be forcibly done to you, but you can't do them yourself.

Greatest X in the World (+200 CP): Somehow you end up getting spoken up to others as the greatest something or another in the world, and by people you feel obligated not to disappoint leading you to performing in various roles and tasks that you may or may not have any experience in.

Naive (+200 CP): You are painfully naive and trusting, always ready and eager to believe the best in people. Any ability to tell if someone is lying you may have possessed is lost, and you will find yourself trusting the sort of people who want to take advantage of you even more than other random strangers. Expect to be a magnet for con artists, swindlers, and people trying to offload stolen cars.

Forgot How to Change Back (+300 CP; incompatible with Not as Fortunate as the Rest of Us): You changed yourself into a wolf and forgot how to change back. You will be unable to leave the form of a wolf for your entire time here. You will also find that some canine instincts - like chasing cats - come with this change.

Hard Luck Guy (+300 CP): If you found the pot of gold at the end of the rainbow there'd be a tax collector sitting on the lid. Your luck sucks, and you can expect misfortune to strike you regularly, or undermine your goals and attempts to better yourself in life. While you might be able to recover what you've lost to bad luck, expect to make very little improvements to your status quo over the course of your time here.

You can gain an additional **300 CP** by also having the cursed Fregosi Emerald ring irrevocably attached to your finger. Beyond the mere hard luck you would have had, this is a supernatural curse of bad luck. Objects will break to hit you. Oatmeal will suddenly coagulate into a solid while you're stirring it. Dinner plates will explode while you reach for them. Sledgehammers will spontaneously melt. You will get in fights with your suitors and break up. You will have 10 years of actively malicious supernatural ill-luck and occurrences; I'd say everything that can go wrong will, but even things that by all rights can't go wrong will. And don't trust fiat indestructible items to be that. It won't directly end your life, but it might ruin it.

If you take the Fregosi Emerald version this drawback does not count against your drawback limit.

Manchild (+300 CP): Your emotional maturity and intelligence have taken a dive. Not only are you dumb enough to lose at checkers - repeatedly - to a dragon with the intelligence of a dog, you have the emotional maturity to make a young child look like an adult. You will commonly throw hissy fits if something doesn't go your way, or when you call for the family to vote on a vacation and everyone else unanimously votes on the

option you did not demand everyone goes with your decision. In general your behavior is fit for season 2 Herman, maybe reaching season 1 on a very good day, and on a bad day you'll make even Herman look good.

Old Country Manners (+300 CP): The Munsters are family friendly monsters, but while the relations we see are the same, they often reference how at each others throats they were in the Old Country, and how they came to America to get away from the family infighting... And the English Munsters are murderous gangsters all ready to kill each other. Now you will find that such murderous degeneracy is common to your family, friends, and peer group wherever you find yourself, those around you ready to kill each other over minor disputes. Maybe you can keep them in check, but you seem to bring this strife and madness with you wherever you go; though it doesn't seem to affect those who would already be your enemies.

Outro:

Assuming you didn't somehow fail your chain here, your decade with the Munsters is at an end. But now there is a question that - as always - must be answered.

Jumper, Go Home!: Return to your original world with everything you gained on your chain, but it will end and you can return to your world with all that you gained.

Munsters Today: And tomorrow and the next day. Stay in this world with everything you gained. Your chain is over but you can enjoy your time here, and it may be a very long time indeed.

Here Comes the Jumper: Continue your chain, going to the next world. Hopefully what you got here can be useful to you in the future.

Notes:

Jump by Fafnir's Foe

The jump is based on the original show, with some stuff from the original follow up movie and the animated special. I did not watch the Munster Tomorrow, the 80s or 90s films or the new film (or the failed pilot of the darker and grittier reboot).

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added a bit about physical altering perks creating an alt-form in the perks section (and being able to be applied to other alt-forms at your discretion); so you don't have to worry about not being able to turn them off if you don't have a perk to toggle perks.