My Name is Earl Jump

Version: 0.91

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Series Intro: You know the kind of guy who does nothing but bad things and then wonders why his life sucks? Well, that was me. Everytime something good happened to me, something bad was always waiting around the corner: karma. That's when I realized that I had to change, so I made a list of everything bad I've ever done and one by one I'm gonna make up for all my mistakes. I'm just trying to be a better person. My name is Earl.

Now Jumper you ended up in the rural town of Canden the same day that Earl Hickey starts to believe in karma after doing his first good deed. This was because he had ended up in the hospital following a run-in with Old Lady Karma. Now he has started his quest to right all his wrongs. And you are just maybe on the list. You do have 10 years here after all.

Here is **1000 CP**. Don't spend it all in one place.

Age: Roll 2d6 + 18 you are a grown person, or pick an age between 20 and 40 for free.

Gender: Same as last jump or chose to change it for 50CP if you want.

Location: The rural town of Camden County. Find out where you landed first here.

Either choice **Roll a d6 for Free or choose one for 50CP.**

1. **Pimmit Hills Trailer Park** - You end up in a Trailer Park. Fair warning a lot of criminals live here for some reason watch your wallet. Joy and Darnel live here together.
2. **The Palms Motel** - It is kind of a run down place, but not bad. You ended up at the same Motel that Earl and Randy live in and that Catalina works at.

3. **Crab Shack** - You ended up waking up on the floor of the Crab Shack. Just how drunk were you last night?
4. **Bargain Bag** - You wake up in a store in your PJs. No idea why they did not wake you up before the customers arrived.
5. **Gas Station** - What were you doing last night to end up passed out in the bathroom of a Gas Station?
6. **Free Choice** - Well looks like you have karma on your side today. Go ahead and choose the location you want to start in.

Background:

- **Witness Protection (Drop In)** - After some shady stuff goes down with your old job the government put you in witness protection. Or you just happen to fall from the sky with no prior identity this is the background for you. This can be taken with another background for an added 100CP.
- **Ex-Con** - You are retired from crime or at least you say you are. Maybe you just got better at this legal stuff and want to avoid jail time. Maybe you got sent to jail yourself and just got out a changed person. Maybe you want to change yourself and become a better person.
- **Lawman** - You might be a cop, a prison guard or a warden. Point is that you know your way around the system.
- **Parent** - You might be proud of them all the time. All you can do is try your best with your idiot kids. Oh and you get a free kid (see companions.)

Perks: 50% off for any perks with your Background and the 100CP perks are free.

General:

- **Karma (Free/ Required!)** - You are forced to take this perk for this jump. Here in this world Karma pays a closer eye on events going on. It does not let bad people get happy endings for long and it rewards good deeds rather generously.

For choosing to make a change in his life and do a single bad deed Earl got back his lotto ticket. When he stopped believing and reverted to his worst ways then he ended up in a coma! Be careful.

- **Permanent Karma (200CP)** - Take the above perk and keep it. Can toggle off and on to apply Karma to any world you visit. Just imagine a world where good deeds are rewarded and bad ones punished. Even if through indirect means at times.
- **Laser Guided Karma (600) (Requires Permanent Karma)** - Can target a single select person and Karma has an extra special interest in this person (think Earl). Post Jump does not require Permanent Karma to be toggled on. Take a moment and picture the worst person you know. Wouldn't you love for this to apply to them? Post Spark can target any number of people.
- **Intro Scene (50)** - Each Episode or Chapter you get a short intro to introduce yourself. A brief intro to any who do not know the current events of your life as well as you name.
- **Jump for Joy (100)** - You know your way around a dance floor that makes you the most popular dancer around. You have the confidence needed to dance with anyone as well as with everyone looking at your movements.
- **Narrator Voiceover (200)** - You have someone in your voice explaining events that happen and give a little flashback when you learn something from the past. It does not affect anyone, but you. Post Jump you can trigger this in other people around you. Imagine telling someone you are a Jumper now and they see some of what you have done.
- **Just Listen To Me! (400)** - One of the worst things to happen is if no one bothers to listen to you. Now people will be more likely to listen to you even in unlikely situations. Does not mean they have to like you or agree with what you say. At least this way hopefully if you try to help community service with the convicts they will not just toss you in solitary.

Witness Protection (Drop In)

- **New Alias (100)** - You are just that good at adapting to a new persona that even close friends and family will not suspect anything unless they get enough evidence.
- **Path to the Future (100)** - You are really good at getting to where you want to go. You always know just the path you need to take to get to any location. May not be safe and you may get shot at but you can still make it if you have enough determination.
- **Karma Count (200)** - You remember to the day every bad thing you have ever done as well as the events that lead to it and the consequences. This can help you make up for bad things you do.
- **I Know a Guy (200)** - Either from your criminal past, mysterious past, a quest to be a better person or just running into the right people you know just who to go to in order to get stuff done. Could even be a way to get your ex-wife on a TV Show, but it will not be cheap.
- **How Bad Could I Possibly Be? (400)** - How is it that Karma never seems to affect you in negative ways? This perk keeps Karma from doing anything more than inconvenience you. You might be late because of a blown tire, or you might not be able to find your keys in time, but it will never send a truck or worse after you.
- **Witness Protection Program (400)** - Someone discovered your mysterious past or otherworldly origins. This can get you and your family hurt! Lucky with this perk you and your family can get new identities set up by the government. It works once every 10 years, afterwards you are on your own. Resets each Jump. Does not work on all Companions only family members.
- **Hey Crabman! (600)** - Darnel's true power. Somehow even after finding out their wife cheated with you, you two are still good friends. People judge you based on who you are as a person rather than your actions. Oh they will still not like your actions, but they can get along with you still.
- **I Don't Believe in Karma (600)** - This is a flat immunity perk that prevents Karma from affecting you good or bad. That means while Karma will not reward

you it will also not punish you. If you are worried that your wrongs might catch up to you this is the perk for you Jumper. You can toggle this on and off Post Jump.

Ex-Con

- **Intimidating (100)** - You can be more than a little scary at times. Better the chance that someone will not cheat you in a deal. People with high enough wills can resist.
- **Thief (100)** - You know the basics on how to actually steal. Shoplifting, breaking an entry, robbery, and mugging you know the basic tricks. Does not keep you from getting caught in the act.
- **Liar (200)** - You know how to con someone and how to keep a straight face when lying. They will be more likely to believe you. Even if you are not sure why. Just be careful to not get caught in a lie.
- **Breaking an Entry (200)** - The best kind of robber can get into a house without any signs of how they did it. Other than the missing stuff. Now you can sneak your way into even nice houses with decent security systems.
- **Karma Works in Mysterious Ways (400)** - Karma really does want you to be a Better Person and now it will help you out a bit. If you are honestly trying to do good then little things will start to work out that make the task of helping others easier.
- **Bail (400)** - Oh you have done it now Jumper. You are in the big house! Good news someone paid your Bail and you can walk out a free man. Even if Bail was not an option for what you did. Once per Jump or 10 years whichever happens first you can just walk out of any prison even if there is no escape.
- **Changing for the Better (600)** - Only you get to decide who to be. You can change your actions and behaviors to be the best person you can be. Not just you this can affect people around you as you try to be a better person.
- **Criminal Mastermind (600)** - You can plot and scheme with the best of them. Even when by all rights you should be caught you can still get away with it depending on how much you planned out. Though there is still a chance things can go wrong. Always check the contents of anything you steal.

Lawman

- **Know The Process (100)** - You are a master of paperwork able to fill in and file reports with the greatest of ease. It is as if you were born to be a bureaucrat. Even the most mind numbing processes are easy for you to organize, fill in, triplicate, and submit to all the places it needs to go even if it should take months. This helps knock off the time to only days.
- **Know Your Rights (100)** - You know the local laws and rights of a citizen in the area you work in. This only applies to areas you have a job in and works for any rules and regulations that apply to yourself as well.
- **Policeman Sense (200)** - You just know who is trouble by the looks of ‘em. Can determine who is guilty by observing them close enough. It is almost like you can smell them out.
- **Basic Training (200)** - You know how to restrain a suspect. You know how to maintain a gun, and taser. You can drive a car in a chase scene like a real cop without risk of hitting anyone.
- **Stop in the Name of the Law! (400)** - While on official police or other law enforcement work you can make sure that people will follow this one line. They will actually stop and not try to run while you arrest them. This only works if you honestly believe they are up to no good.
- **Loopholes (400)** - You know the laws inside and out. You can use this knowledge to get out of trouble. Best part is that this is all legal if you know where to look.
- **Authority (600)** - For a building you own you can add rules or laws to the area freely. This only works for locations you legally own including any CP purchases. Does not guarantee everyone will follow the rules but they will get a sense of what they doing is right or wrong based on your rules.
- **Warden (600)** - A good Warden is nothing without his guards. You have a rank people will respect. People are more willing to follow your word and actions because they believe in you.

Parent

- **Parenting for Dummies (100)** - Here is something to help you not accidentally kill someone you are responsible for. You have full basic knowledge of how to keep another living being alive. Does not help you become a better father, but this way you don't hold them the wrong way.
- **House Chores (100)** - You can take care of a house, lawn, cook, clean and small maintenance around the house. All to the level of a caretaker.
- **Stern Talking Too (200)** - You know just how to pull someone's head out of their ass to take responsibility for their actions. Assuming you know what they did.
- **Expressing That You Care (200)** - The hardest thing that people can do at times is open up. This Perk allows you to communicate clearly and show how you feel towards others even if you don't say a word.
- **Everyday Man (400)** - You have picked up a lot of small skills to help take care of this crazy family. You know a bit about car repair, cooking, politics and other fields. Pick three fields and you have the basic skills to rebuild a car, or run for office. As a bonus you know how to balance a budget now.
- **Inspiration (400)** - You can inspire your family to do better for themselves. To do great things and take action they need to.
- **A Hero for My Family (600**) - If a member of your family is in trouble you can do things you never thought you could to keep them safe. Even facing down a drug lord to keep them safe. Gives a boost of courage and willpower when faced with a threat to your family.
- **Raising them Right (600)** - All you can do at times is be the best example you can be. You have an easier time teaching your kids the facts of life with this perk along with any skills or abilities you have to pass on. Even works when they are adults. Can help you teach moral lessons that will stick.

Items: 50% off for any items with your Background.

General:

- **The List (Free)** - This is a list of every bad deed you have ever done in this Jump. And by you I mean the person you were before you inserted into this body fully. With how Karma works here I give this for free in hopes you don't poke karma too much otherwise you might have a close encounter with Old Lady Karma. It updates on it's own.
- **My Name is Earl the Complete Series (50)** - You have the complete four seasons of My Name is Earl on Blu-ray and DVD. Have fun with this. You have a better chance of predicting how things will go as well as learning some secrets.
- **Handcuffs (50)** - When you are either an officer of the law or kidnaping one.
- **Beer (50)** - For when you have a thirst you get a free beer a day.
- **My Name is Jumper the Complete Series (100)** - You have a box set of episodes about the past jump you have done that updates as new jumps are complete. Good for going down memory lane or if you took a certain drawback to see who is after you later on. Each will have a comedic TV-14 spin and you are narrating even if you never recorded the voice over yourself. It so for some reason includes your thoughts and uses your voice to explain events.
- **1985 Subaru BRAT GL (200)** - a truck painted like a flag or any other style you want. Can take a hit and keep running.
- **Trailer (400)** - A rather nice trailer to live in for you and your family. Can be upgraded over time and includes the ability to travel to any location you want. Can be hooked up to a vehicle for easy travel.
- **Post Y2K Store (600/300)** - It is an big empty store where you and your friends can hide out during the machine uprising. It includes everything you want or need to survive an apocalypse that could be found in a normal store. So no weapons or cures for everything. It does have pepto if you want it. No one can find you and for some reason the shelves restock every 24 Hours and nothing expires. Can be discounted to 300CP if you take the **Y2K Bug = Robot Apocalypse** Drawback for no CP.

Witness Protection (Drop In)

- **A Solid Paper Trail (100**) - Any identity you create has a paper trail that the Government itself will back you up on. Even the most corrupt. Meaning no more someone trying to deport you if they found out you dropped out of the sky.
- **Fake ID (200)** - A very convincing set of Fake IDs for any identity you could possibly have. Including but not limited to one you just made up. It appears in your wallet which you get for free with this item.
- **Lifetime Supply of Cheese (400)** - You have a lifetime supply of Cheese in an ice chest that refills every time you close the door and never goes bad in there. Comes in 254 types of cheese. It will go bad within the week if taken out.
- **Place of My Own (600)** - You now own and operate a small business that no matter how shady it seems at times and how many free crab cakes you give away it will stay in the green. Comes with the licences to run this place. Have fun with this.

Ex-Con

- **Burglar Set(100)** - Comes with a bag, lock pick set and crowbar. Along with some other basics such as a water gun that looks like a real gun.
- **Skeleton Costume (200)** - With this on no one will know who you are. Even if they have known you or will know you for years unless you tell them.
- **1973 Chevrolet El Camino (400)** - You get a copy of Earl's car only it is fixed up. Can be used in place of a bank to store your cash in a glove box. Only works on currency but at least no one else will ever be able to find the money you have hidden here.
- **The Lotto Ticket (600)** - This is the winning ticket. Enter any contest with this ticket and walk out with the biggest prize. If you want you can cash this in for $100,000 instead. Gain 1 per jump cause karma likes you like that.

Lawman

- **The Badge (100)** - This shows you are an officer of the law. Or at least can convince someone even if you only just showed up in town.

- **Book of Laws Pocket Edition (200)** This is a self updating set of laws of any area you happen to be in. Updates to the current location you are at to include even the most obscene laws. Can help you make sure you know just what to book someone for. Or even how to help a friend with the system. Best part is that it can appear in any pocket you reach into.
- **Police Cruiser (400)** - a police car that can force people to pull over like magic! As long as you turn the sirens on, criminals will not try to run. Only works on real criminals, the others are just people that respect the laws as citizens so please don't tase everyone that does pull over.
- **This is My Prison (600)** - You don't just follow the law. You ARE the LAW! Now you are the warden of your own prison. Have fun with this. Comes with 50 Guards to start with. Can recruit more over time as followers. Fair warning most are here just for a job with a steady paycheck and unless you get the paperwork done no one will legally be sent here.

Parent

- **Rings (100)** You have a set of rings for you and your spouse. These are nice rings between you and your spouse. You get a new set for each time you decide to get married.
- **Babysitter Phone Book (200)** - A big list of babysitters if you need someone to watch the kids. Each with honest reviews on just what they are like. Useful for a night out with the spouse.
- **1965 Ford Mustang (400)** - Might be a bit of a fixer upper but it is a car you and your kid(s) worked on together to restore. It has some fond memories. Tough enough to survive years as part of various drag races. You also have all the parts you need to fix it up when you need them.
- **Your Own House (600)** - A place for you and your family to live. You know you're a real grown up when you have one of these. Comes with rooms for every member of your family adopted or otherwise. A bit on the small side, but hey at least you will be all together here.

Companions:

- **Close Group of Friends (50 Each or 400 for 8)** - Import or create up to 8 companions. They gain a background of your choice for free and 400 CP. Maybe they can help you with your list?
- **The Younger Sibling (100)** - Create a brother or sister here with 400CP. They are your sibling and will have your back, looking up to you. Just hope you don't abuse that trust. They are a little on the naive and childish side.
- **The Kid (200) (First is Free for Parent discounted for every purchase after)** - You have a kid either biological or adopted. They get any age of your choice and 600 CP and can take drawbacks on this list. Just hope they shape up well. Additional Kids are 100 CP each. Multiple children can share a Companion Slot.
- **Local Companion (100)** - Now I'm not saying they will say yes, but you will have the chance to meet them and make a good first impression. Possibly taking them with you if they agree while sober.
- **Green Card Wife (100)** - She married you for a green card. She gets the Drop In origin along with 400 CP. While she is a friend she does not really love you more than a friend. You could change that though.
- **Mr. Turtle (50)** - You have a turtle and his name is Mr.Turtle. He is now a pet that does not take up a companion slot if you do not want him to. Best part is that he cannot die while you are alive. It's always good to have a little company.

Drawback:

(Drawback Limit to 600CP Total.)

- **Raising Hope (0)** - It is hinted in the show "Raising Hope" that these series take place on the same Earth. You can run into someone from "Raising Hope" and spend another 10 years getting involved in those events. Maybe even make a cameo or two.
- **Season 5? (0)** - You can continue the jump and find out in a what if Season 5 or even a fanfic version to find out just what happens to the story.

- **Kickedinthenuts.com (100/ Male Only)** - The Kicked in the Nuts guy thinks you are the perfect target for his show (which in this world is still going strong). And for some reason the audience thinks it is hilarious. Expect to see him (and feel his kick) at least once a week.
- **Smoking Problem (100)** - You have a bad addiction. It can be either smoking or drinking or any other drug. Could even be Shark Adrenaline. All you know is you need some more. It is going to be a bad habit to kick but you can do it.
- **Criminal Record (100/ Cannot take with Lawman)** - Cops will give you side glances thinking you are up to something. Makes it hard not to get caught at times.
- **Bad Family Relationships (100)** - Maybe your dad thinks you're a disappointment. Perhaps your brother uses you to get things. Maybe your ex-wife is trying to get your money. Pick a family member for this jump and you do not get along with them. You can improve this relationship but it will take a lot of work. Can take multiple times for **50CP** added each time.
- **Poor Life Choices (100)** - Sometimes you just don't think ahead and pick the easiest solution even if it is not the right one. Take with **Criminal Record** and give the Cops a real reason to look at you funny.
- **Jumper's List (200/ Cannot take with Drop In)** - What did you do? A lot of bad things apparently. You now wake up with a list of over 200 bad deeds you did before you inserted into the jump. Now you need to try to answer for these bad deeds otherwise Karma will be after you more than usual. And remember how in My Name is Earl it takes days if not weeks to fix a wrong leading into a new adventure. Yeah that's your life now. You will not leave the jump until you answer for everything.
- **Coma Season (200/ 300/ 600)** - You will spend time in a coma. Good news it will not degrade your body from a lack of use. Can expand the coma based on the follower (1 Month = 200 CP/ 1 Year = 300/ Jump = 600).
- **On the List (200)** - Earl Hickey did something to you in the past that caused you a lot of problems either emotionally, physically or financially. Now the guy won't

leave you alone until he fixes it. Can be added multiple times for 50 for each additional time.

- **Suddenly Married to Who? (200)** - You will wake up during this jump finding you married someone you did not know. And they are 6 months pregnant. They get Ex-Con Origin with the free perks and items along with 800 CP. They will not get along with you and will use you. At least at first, you could end up being friends and even taking them with you as a companion if they agree along with the kid you are now raising.
    - **Jumper Jr (200)**. - For an additional 200 your wife from the “Suddenly Married to Who?” drawback cheated on you. And the kid is named after you. You have to help raise the kids now since you believe in the santanty of marriage or something. You can make this kid and the other companions if they like you enough to go with.
- **My Name is Inmate Jumper (300)** - Ignore the location you chose. You wake up in jail having been arrested either for grand theft auto, kidnapping and assault. You have 10 years to serve here unless you can get out on good behavior. All perks and warehouses are locked in prison in the evidence locker, you get them back after they let you leave or the jump ends.
- **Y2K Bug = Robot Apocalypse (300)** - The New Years off 2000 changes everything. And that is when you arrive. You are fighting computers and robots which are a bit more advanced than expected. They must have been preparing. Good news is they are not that smart if they think this is year zero. If you are lucky you can likely survive. Maybe gather some other survivors and restart society. Make sure to call dibs on being President.
- **Sweet Jumper (600)** - After an accident you had you think it is the same day over and over again for the rest of your jump. If confronted by the truth of events you might end up doing something drastic. Enjoy spending the next 10 years trapped mentally on the same day.
- **Karma is Out to Get You (600)** - Each and every single bad deed you have ever done in past Jumps and Present will be known to Karma. And she is not happy with some of your choices. Now you need to figure out how to make up for all

your past wrongs. You might wonder just how. Good news everyone you wronged is here in this jump now. And they remember **EVERYTHING** Jumper. All characters from past jumps inserted lack any superhuman, technological or super natural powers at least. But, none of them can be killed during this Jump, bringing back even those you killed. .

Notes:

- **How Bad Can I Possibly Be?** and **I Don't Believe In Karma** - Perk does not work to lessen the impact of drawbacks you choose for yourself even if they involve Karma. In Drawback vs Perk the drawback will always win. It just means it will not affect you as much or at all during your everyday life in little ways but it can still send cars after you along with buses to make sure you pay your drawbacks in full.

Scenario

- **My Name is Jumper Hickey** - "I'm just trying to be a better person." You wake up as Earl Hickey shortly after Earl Jr is born. Armed with all of Earl's memories you need to right the wrongs of the past. Only problem is that you have no access to your warehouse or perks from past Jumps.. Required: **Ex-Con** Origin, **Jumper's List, Suddenly Married to Who?** And **Jumper Jr** drawbacks for this. All required Drawbacks do not count towards your 600 limit so you can take some more.
    - Win this by trying to make up for the wrongs of the past and even become someone your kids can respect within these ten years. Does not need all the list items marked off (example Sweet Johnny) but you need to be active in trying to improve things around you.
    - Note: You do not have to stay married to Joy, but you need to do right by your new sons.
    - Reward: You can take your new family with you for free. By family I mean close friends along with those related to you that willingly agree (without any mind control or manipulation, knowing fully well what the Jumpchain is) to join you in the Jump. This does not count for every person there that

you know, it does count for those that would stay by your side during a coma.

End Choices: Well jumper you survived here without Karma dropping a bus on you so you must be doing something right.

- **I Live Here Now - You remain in the Jump and this is now your new home. You keep everything you have attained so far.**
- **Go Home - You have had enough of this and am more than a little homesick. Take anything with you that you have gained so far.**
- **Moving On - You head off to the next jump keeping what you attained so far.**